

PA



PERSONA

HAYSTE



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Author's Note

First, I apologize for releasing this so late. Blame the stupid delays and stuff. Anyway, welcome to my PDF guide for the PS2 game, Shin Megami Tensei: Persona 4. I've covered Persona 3 and P3FES previously and immediately fell in love with them so basically, P4 is my most awaited title for the PS2 last year. The game is pretty lenient compared to P3 so I am sure even veterans and newbies will enjoy what the game has to offer. This guide is pretty much compiled in a rush so don't expect everything to be in order for the first few releases. I can assure you though that the content will be drastically improved for every update, until it is completed. The basics section will just discuss what new players needs to know and further info will be available as they continue using the guide and as they progress to the game.

And since the game is always about choices and possibilities, I will just make suggestions of those possibilities but I will always leave the decisions to the players on how to spend their days.

Any feedback from you guys is very much appreciated. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect (just imagine one guy can do with such limited time and resources), especially for the game's wealth of possibilities and lists. Since I love using screenshots to make the guide more effective, SPOILERS MAY BE REVEALED INEVITABLY so read with care. Screenshots featured in this guide is produced solely by the author and is protected by copyright.

Basics

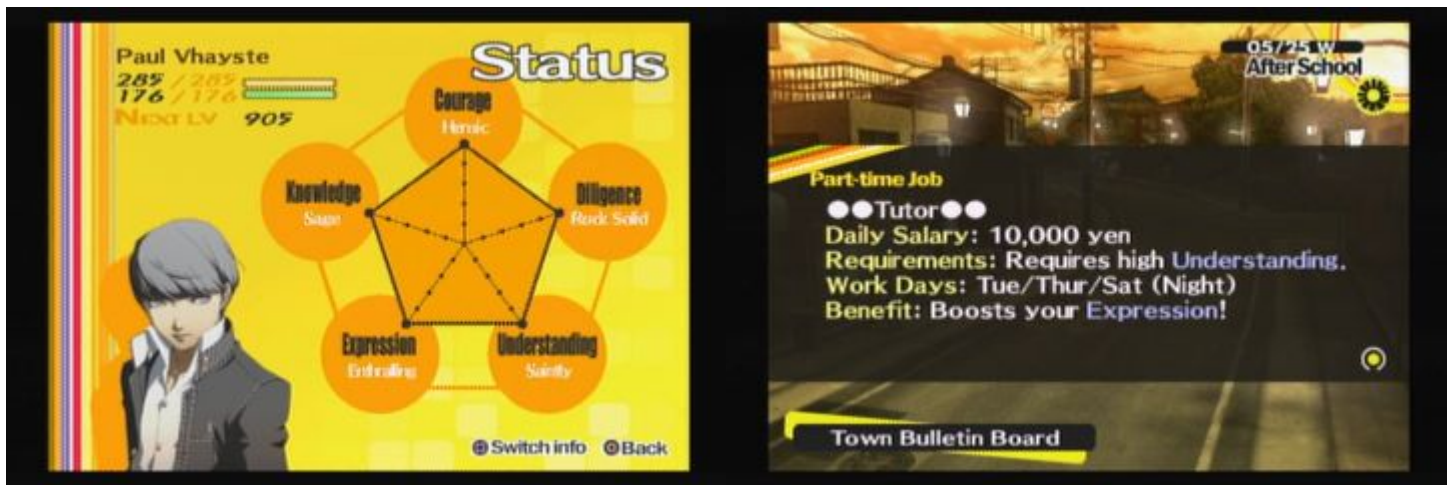
SYNOPSIS

The story revolves around the string of mysterious murders in a sleepy, countryside town of Inaba. Because of his parents' work overseas, the protagonist has moved from the big city to live with his uncle. There is already a rumor about a secret channel that you can only watch on rainy midnights and while the TV is powered off. They also discovered an alternate entrance leading to that world, a world that is inhabited by a strange bear mascot and hostile creatures known only as shadows. Along with their newly discovered power, the ability to summon a Persona, a powerful, sentient being that manifested from their innermost desires and feelings, the protagonist and his small band of close friends vowed to find out who is behind the murders and how the TV World is connected to reality.

CHARACTER DEVELOPMENT

The game is pretty much about developing your character. Not only in a sense of leveling up in battles but also his personality. His core stats play a great role in determining on how efficient your character becomes in his "real" life. Higher core stats unlock more possibilities so increasing them is detrimental to the game's progress. Only the first four core stats matters most in the game. Diligence isn't that important so focus on increasing them instead.

Stat	LV1	LV2	LV3	LV4	LV5
Courage	Average	Reliable	Brave	Daring	Heroic
Knowledge	Informed	Broad	Expert	Professor	Sage
Expression	Rough	Eloquent	Persuasive	Touching	Enthralling
Understanding	Basic	Kindly	Generous	Motherly	Saintly
Diligence	Callow	Persistent	Strong	Thorough	Rock Solid



GAMEFLOW

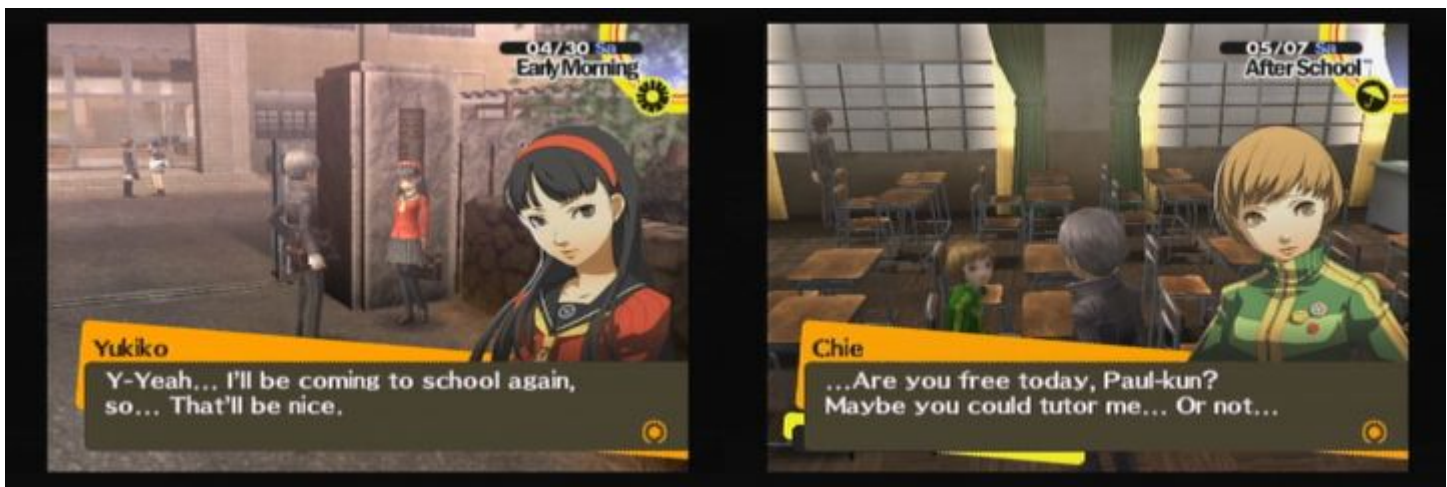
Like its predecessor, Persona 4 is divided by fixed "time blocks". On normal schooldays, the day may be divided to Early Morning, Morning, Lunchtime, Afternoon, After School and Evening Blocks. Normally, you can only freely do what you want during the After School and Evening Blocks. On holidays and Sundays, the day is normally divided into the Daytime and Evening time blocks.

Early Morning

- This time block is available when there is a story -related scene, but it will just normally contain normal conversation and gossip while on your way to school.

Morning

- This time block is normally used for lectures and pop quizzes. Answering pop quizzes may increase your relationship with a friend if you help him/her answer the question correctly while listening to lectures may improve one of your core stats.



Lunchtime

- This time block will only occur if there is a story event, if you'll receive invitations from your friends to hang out, if you have packed lunch to share with them and if you need to check your exam results.

Afternoon

- This time block is not always available and when it is, it is usually story related conversation/event, a lecture or maybe a pop quiz.

After School

- This is the time of the game where you can do most stuff freely. You can check out the town on your own, complete quests, entering the TV World, spend time with your friends and do other stuff.

Evening

- This is last time block for a day. Unless there is a story related event or if you just came back from exploring the TV World, you can utilize your room for some stat-increasing activities like reading a book, assembling a model kit or studying. You can also go fishing at night and if you have a part-time job, you can spend your time there as well.

TIME MANAGEMENT

You need to finish the game in a finite amount of days. The game is set from April 11th to December 25th only, which it will resume on March 20th for the epilogue. Since you can do only a few things versus the wide array of possibilities, you'll need to learn how to spend your time efficiently. The main walkthrough after this quickstart section will be divided into days or time blocks for an easier, organized view.

As mentioned above, only Afterschool/Daytime and Evening blocks is when you can freely make your decisions on how to spend it. Most actions spend time blocks and the game will give you a chance to decide whether you would like to spend your time for that activity / person or not. Hanging out with friends (to increase Social Link), activities increasing your core stat (studying, praying at the shrine, working on a project), exploring the TV World, fishing and working on a part-time job all consume time blocks. Since you'll need to balance your student life and your exploration of the TV World, knowing how to spend your time in the most efficient way is crucial for your success in the game. Also, you might want to know that there are events with deadlines. One best example is when you're rescuing somebody from the TV World. Failure to save them in a set amount of days will result in an automatic Game Over. You don't have to worry though as the deadlines will be mentioned in this guide as well.

WEATHER

The weather changes from time to time and it affects many things. First, most of your friends are unavailable during rainy days. Studying in the library during rainy days significantly increases your Knowledge compared when not raining. When fishing, chances to catch rarer and better fish breeds increases. Also, since the Midnight Channel can only be watched



LOCATIONS

Only certain locations are available for you to explore. These main locations have smaller sections which you can freely explore by foot. Other sections of the main locations can only be accessed during scenes.



Yasogami High School

- This is your school. It is divided into Classroom Building, Practice Building and the Rooftop. Knowing these sections of the school is necessary to easily find NPCs that give quests or friends who you can spend time with. There is a savepoint in your homeroom as well.

Central Shopping District

- This is where you probably spend most of your free time with. It has a bookstore, an equipment shop, a savepoint, an alternate entrance to the Velvet Room, the item shop, the Shrine and many more. It is divided between the north and south. Some social links can be found here as well.

Junes Department Store

- You can only access the elevator lobby and the food court. This is where you assemble your party and where you can enter the TV world.

Samegawa Flood Plain

- This is where you can do the fishing mini-game, as well as meet new social link NPCs and those who provide quests.

Dojima Residence

This is where you start your evening block with. You can do stat-raising activities in the room and spend time to your uncle or cousin to increase your social links with them. You can also leave the residence for an evening fishing trip and even prepare for your lunch the next day, if the fridge is full of ingredients

PART TIME JOBS

There are six jobs available which will be available on April 23 onwards. You can choose to apply for one by checking out the town's bulletin board in the Shopping District. Doing part-time jobs will always increase certain core stats and earn you money. The base pay increases as you increase your core stats. There are also 3 social links that can be developed only by doing part time jobs. Certain part time jobs will only be available to you once you have met the required core stat level. Refer to the table below for more information.

Job	Available	Location	Stat Required	Stat Increased	Reward	Social Link
Envelope Constructor	4/23	Work table in your room	none	Diligence	1000+	
Translator	4/23	Work table in your room	Knowledge LV1	Expression	1000+	
Origami Crane Folder	4/23	Work table in your room	Diligence LV2	Understanding	0	

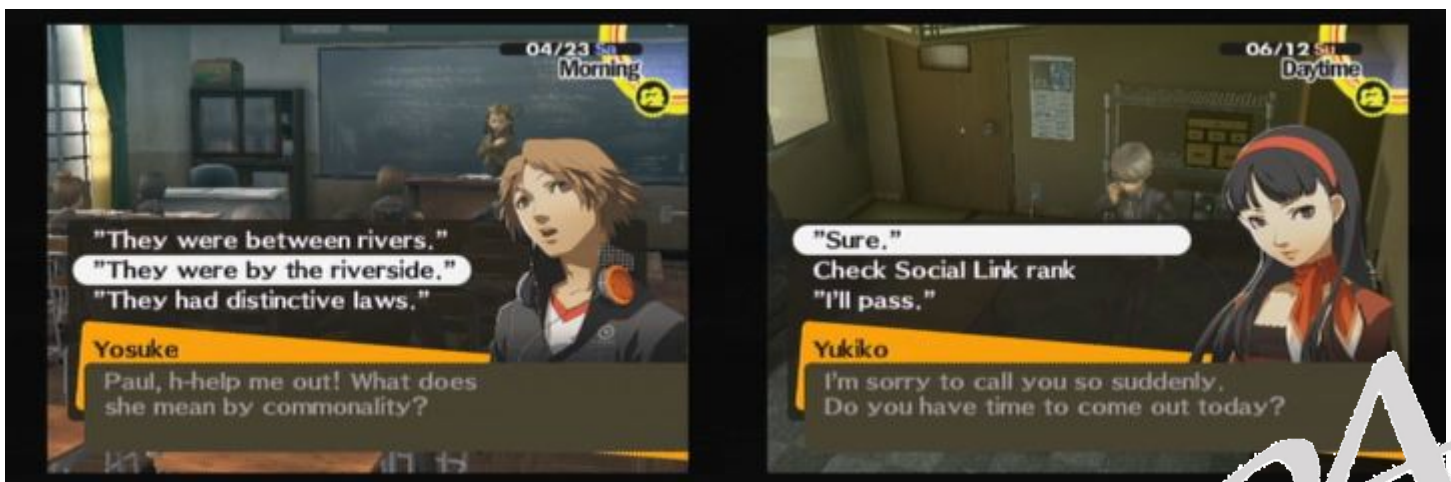
Assistant Day Care Caretaker	23-Apr	Bus stop on M/F/St (not raining)	none	Understanding	4000+	Temperance
Hospital Janitor	25-May	Bus stop on W/TH/F evenings	Diligence LV3	Courage	5000+	Devil
Tutor	25-May	Bus stop on T/TH/St evenings	Understanding LV5	Expression, Knowledge	10000+	Tower

SOCIAL LINKS

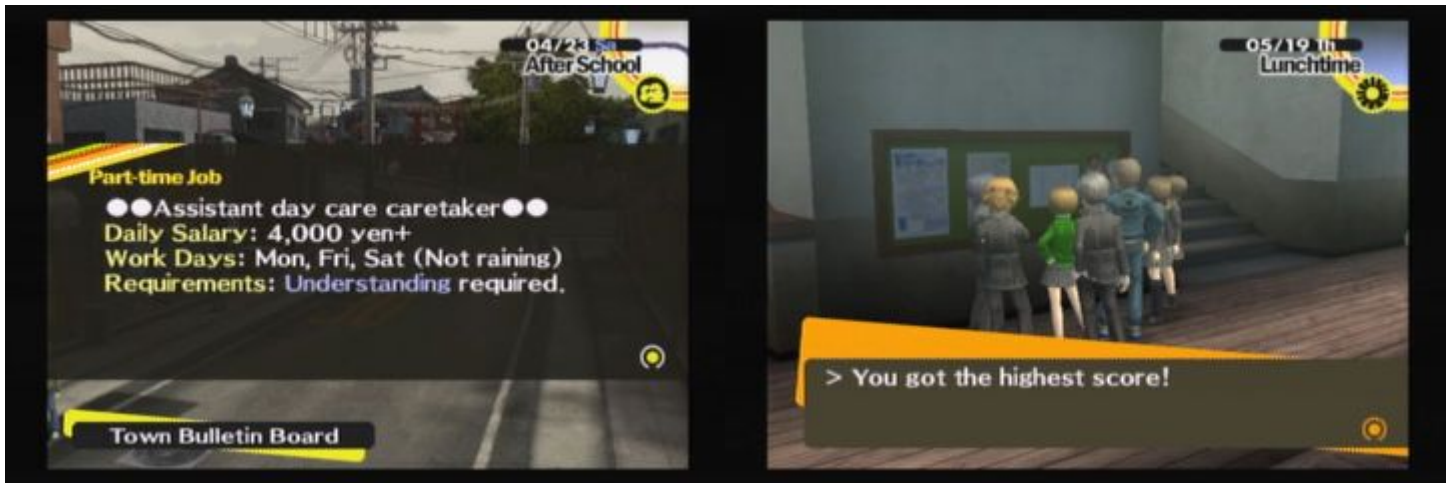
Strengthening your social skills also allow you to create more powerful Personas for the specific Arcana. Establish new social links by joining clubs in school, getting a part-time job and meeting new people. By doing this, you can unlock more Arcanas, in turn, discover new Personas. You can increase the rank of your social links by spending time with them. The exceptions will be the Hermit and Empress links since instead of spending time with them, you need to complete certain tasks in order for them to rank up. Ranking up your social links will give more experience and unlock more abilities when fusing a persona under the same arcana. Some social links are automatically unlocked along the story while the others needed to be established by meeting certain conditions such as having a specific level of a particular core stat or after a certain date.



You may rank up your social by spending time with your friends. You can speed up the process by bringing along a persona that has the same arcana as who you're spending time with. Giving the best answers during conversations also helps boosting the development of your relationship with them. Furthermore, there are also other uncommon ways of speeding up the development of your social link. One is by helping out your friend during a pop quiz. Coaching them the right answer not only increases your relationship with them but also raises your core stats too. Next is by accepting their phone invitations during your free days. Another is by praying for them at the shrine (available only after maxing the Hermit social link) or dreaming about them during your sleep.



There will be times as well where you can spend your evening time block to cook something for your lunch the following day. Sharing this with a friend increases your social link with them. Preparing the food correctly earns you greater boost compared to a poorly cooked dish. The Walkthrough section has tips on creating perfect meals and when they can be cooked. If you have accepted a part-time job, at least two social links can be managed by going to work. You'll not just increase your links but you will also get an increase to your core stat and earn some money along the way. Scoring high in exams will boost your relationship with your school. Getting the top ranking will have a greater boost compared to the ranking you get for being in the top 10.



There are also at least a couple of social links that can be “broken” or reversed when you give the wrong response. The Social Link section of this guide contains the best answers you give to your links as well as info on how to fix them.

Combat

BATTLE INTERFACE

Combat in Persona 4 is pretty simple. It is turn-based, though the order of the characters and enemies that will take action depends on their agility. The interface is very simple. Read below what each battle commands do:



Analysis

Choosing this will display all the available information about an enemy. If you analyze a new enemy, only the LV, HP and SP will be displayed. Its strengths and weaknesses are often updated real-time, as you try different attacks on them. You can analyze as many enemies as you can, without using up your turn. However, scanning doesn't work on main bosses.

Tactical

You can give battle commands to your teammates. By default, the AI controls them. Fortunately, there is an option to override the AI and give them commands manually. This tactical setup is essential for boss fights since AI controlled allies may tend to do some ineffective actions.

Guard

A guarding character will take lesser damage from an attack, and their weakness won't be exploited.

Attack

Attack with your equipped weapon. Damage is calculated according to your weapon attack rating and/or your equipped persona's strength stat.

Skill

This is the same as casting spells or using abilities. You can only perform skills that are available to your equipped persona.

Persona

One of the main hero's special traits is to have the ability to control and switch multiple personas. Use this option to switch to another reserved persona.

Item

Use any usable item in your inventory.

Escape

Attempt to escape from the current battle. Boss and event battles can't be escaped.

PLAYER/ ENEMY ADVANTAGE

Hitting an enemy from behind will give you an advantage in battle. Everybody in your party will get one free turn. The same thing goes when an enemy hits you from behind. During the battle, if you managed to exploit the enemy's weakness by using an attack it is weak against, then it will "downed" and you'll get another move. You may chain this with multiple enemies, so long as you know their weaknesses or you can deal a critical hit. Hitting the same downed enemy twice will break the chain. When all enemies are downed, you and your allies may perform a "beatdown". This deals massive damage, especially if you have a full party of four.

Shuffle Time

After every battle your party earns some money, experience and random shadow item/material drops. However, there will be certain chances that a "Shuffle Time" is initiated. It's like a mini-game which will allow you to further increase (or decrease) your spoils, acquire new personas or even temporarily increase/decrease your stats. Effects vary from each card so carefully deciding whether to take the risk or not is entirely up to you. Let's discuss the type of cards you can choose and their effects.



Persona Cards

These cards show the image of the persona it contains. It can be really helpful to grab the personas you still haven't acquired. Also, this is a good way to acquire "buffer" personas that you can use temporarily in your party especially if they have healing/ support spells. Remember that if you choose a persona that is already in your party, that card disappears.

Blank Cards

Blank cards are neutral cards. If you ever choose them, you won't gain or lose anything. However, since it is still considered as a valid shuffle card, it is still possible to trigger the special "*Arcana Chance*" mechanic or the "*1 More Chance!*" mechanic which gives you another chance to pick another card in the shuffle. More details about the Arcana Chance mechanic will be discussed later in this guide.

Penalty Cards

Penalty cards are the ones you should avoid picking at all costs. It will basically remove the rewards you earned during the battle; money, experience and item drops. Remember that you can decline a shuffle if you don't think that the cards shuffled are worth the risks.

Shuffle Types

There are different ways of shuffling the cards. They will always require good eyesight and timing to be able to maximize the rewards. However, there will also be times that you'll also need to rely entirely on

Circle Shuffle

One of the basic shuffle types, the circle shuffle will rotate the cards fast or slow. The speed of the rotation varies from time to time but for later levels, the rotation can be so fast that it will be challenge to track the card you want.

Multi Ring Shuffle

Similar to the circle shuffle, the cards will be rotated in multiple interlocking rings.

Match Two Shuffle

The cards will be arranged like a board and you'll need to match two identical cards in order to gain their reward. If you happen to flip a blank card, then you'll have the chance to search again. Be careful of penalty cards as well.

Slots Shuffle

Akin to a slot machine, you'll need precise timing to be able to line up your preferred cards. It is probably the most frustrating of all shuffles unless you're pretty good at slot machines.

Arcana Chance

As mentioned above, as long as you don't lose a shuffle, you'll have the chance to trigger the Arcana Chance mechanic. Once activated, you'll see the first 21 major arcana cards that the game uses to represent Social Links and persona groups. Each of these cards can provide two effects; one is the "upright" effect which rewards you with beneficial effects or the "reversed" effect which inflicts negative effects. The only exception is the Fool Arcana that can change into any other Arcana in either upright or reverse positions.

Most effects of the Arcana chance are only temporary when it expires or another Arcana card is selected. Remember also that there are cards that can make permanent changes in the dungeon or the persona the main character is carrying so be very careful when performing this action. As much as possible, don't choose the Fool Arcana because of the random possibilities it offers.

Arcana	Upright	Reversed
Fool	Changes to any other Arcana in any position	None
Magician	A skill of a persona the main character is carrying is ranked up (i.e., Bufu to Mabufu)	A skill of a persona the main character is carrying is ranked down (i.e., Mabufu to Bufu)

Priestess	Analysis data is available for all enemies*	No analysis data is available for all enemies for a short time
Empress	Fully restores party's HP	Party's HP is reduced to 1
Emperor	Chance of Player Advance increases*	Chance of Enemy Advance increases
Hierophant	Player won't be affected by penalties by getting Reverse during arcana chance*	Chances of getting a reverse during arcana chance increases
Lovers	Out-of-depth shadows can't be regenerated*	More out-of-depth shadows will be regenerated in the dungeon
Chariot	One of the main character's persona gains Agility stat bonus	One of the main character's persona gains Agility stat penalty
Justice	One of the main character's persona gains Strength stat bonus	One of the main character's persona gains Strength stat penalty
Hermit	All map information in the dungeon is revealed*	No map information available in the dungeon
Fortune	One of the main character's persona gains Luck stat bonus	One of the main character's persona gains Luck stat penalty
Strength	One of the main character's persona gains Magic stat bonus	One of the main character's persona gains Magic stat penalty
Hanged Man	One of the main character's persona gains Endurance stat bonus	One of the main character's persona gains Endurance stat penalty
Death	Party's SP recovered, HP is reduced to 1. Party will be kicked out of the dungeon, all map info will be deleted and whole dungeon re-loaded.	Party's HP recovered, SP is reduced to 1. Party will be kicked out of the dungeon, all map info will be deleted and whole dungeon re-loaded.
Temperance	Gain more yen after every battle*	Receive 1 yen only after every battle
Devil	One of the main character's persona transforms into a more powerful persona from a random arcana	One of the main character's persona transforms into a weaker persona from a random arcana
Tower	In addition to items, chests will contain random amounts of yen*	Some chests may contain shadows instead of items.
Star	"1 More Chance" happens more frequently during Shuffle time*	"1 More Chance" happens less frequently during Shuffle time
Moon	Increases EXP earned after battles*	EXP earned after battles are reduced to 1
Sun	All Blank Cards in a shuffle becomes persona cards*	All Blank Cards in a shuffle becomes penalty cards
Judgment	Fully restores party's SP	Party's SP reduced to 1

* temporary effects only



4/11 MON

Afternoon/ Cloudy

Your uncle and your cousin will meet you at the train station. Watch the following scenes.

Evening/ Rainy

After the scenes, save your game by examining the calendar in the living room. You can check the TV for the weather forecast. Head to your room upstairs and examine the futon to sleep.



While in your dream, continue following the path until you reach the large red door. Check it and you'll be in a battle. This is a tutorial so make sure to try everything out while you can and get accustomed to the battle system. Just do whatever you want and the battle will end after a few turns.

4/12 TUE

Early Morning/ Rainy

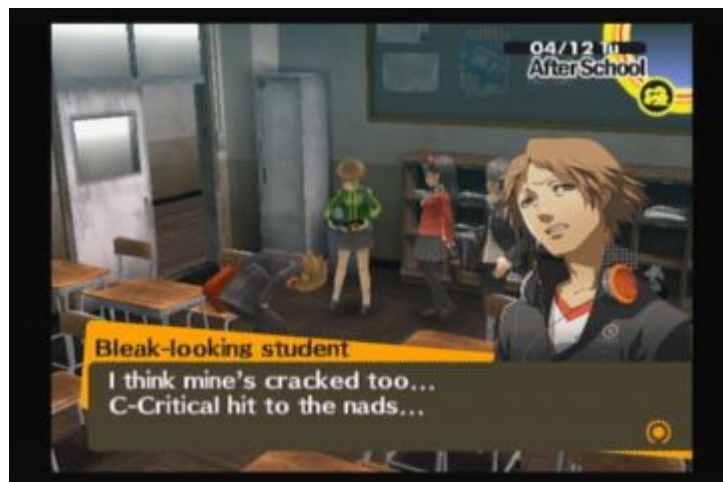
Scenes. Once you're being introduced by the teacher, you can select "**Are you calling me a loser?**" to get an easy boost to your *Courage* stat.

After School/ Cloudy

Watch the scenes. Any choices you pick are just fine.

Evening/ Cloudy

- Continue watching the scenes; any choice you pick is okay.
 - Save your game then sleep in your room
-



4/13 WED

Early Morning/ Cloudy

- Scenes.

Morning/ Cloudy

Lecture: + Knowledge

After School/ Cloudy

- Scenes. Learn about the Midnight Channel



Evening/ Rainy

- Scenes.
 - Save game. Head upstairs and watch the Midnight Channel from the TV in your room.
 - Watch more scenes.
-

4/14 THU

Morning/ Rainy

Quiz answer: **When Jesus was born** (+Knowledge)

After School/ Rainy

- Scenes
- Inside the TV, choose "**Are you guys okay?**" (+Understanding)
- More scenes. Meet Teddy.



Evening/ Rainy

- Scene. Save your game then head to your room.

4/15 FRI [EVENT]

Early Morning / Rainy

- Scene, overhear gossip.

Afternoon / Rainy

- Scene. Any choice will do

After School / Rainy

- Scene. When asked what to do, choose "I'm worried about Chie" (+Understanding)

- Obtain Golf Club, Medicine x3



+TV World +

- More scenes. You'll be thrown in your first real fight.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Slipping Hablerie x2	Elec		Fire			44EXP, 100Y



You'll start the battle with your default persona, Izanagi. Attack the enemy using Zio. Support members will always take note of the effective attacks you have used. Hitting the enemy's weakness will give you one more turn. Once down, you can just normal attacks to finish them off. Your level will increase by 1. Watch more scenes after the battle.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Yosuke	Elec		Phys	Light, Dark		138 EXP, 500Y



Like the last battle, you should use Zio to knock the enemy down then attack. Remember to use recovery item only after the boss has been knocked down. When you see it guarding, guard as well since it will use Wind of Oblivion afterwards - which can knock you down and give him a free turn if you're successful hit. Don't use any other skills other than Zio since you'll need all SP you can muster to defeat the enemy. You and Izanagi's levels will increase by 2.

Watch the following scenes. Yosuke will gain his persona Jiraiya. You'll be back in the store and the story will progress.

Evening/ Rainy

- Scene. Once in control, you can now pull out the Menu screen by pressing the Triangle button. You may return to your room and watch TV. Watch the scenes. You'll meet up with Igor and Margaret. You'll get the Velvet Key at this point. You'll also learn more about Social Links. If you have played Persona 3 or Persona 3 FES then you should be pretty familiar with this mechanic. P4 is quite lenient in terms of maxing Social Links but that doesn't mean that you should take things easily.

4/16 SAT

Early Morning / Cloudy

- Conversation with Yosuke. **Unlock Yosuke (Magician) Social Link.** Yosuke can also take Mortal Blow for you in battle.
- Watch more scenes

After School / Rainy

- Scenes

Evening/ Rainy

- Save after the scenes. Head to your room to watch the Midnight Channel again. Watch the following scenes.



4/17 SUN

Early Morning / Sunny

Scene

Daytime/ Sunny

Watch the following scenes. You'll be lead to the Daidara Metalworks. You'll get 5000G from Yosuke. I suggest pick weapons first since you'll definitely need them. As you exit the shop, the door leading to the Velvet Room will appear. Igor will have a small chat with you regarding persona Fusion. You'll be in control afterwards. Examine the floating butterfly nearby to save your game. Try to discover the place as much as you want. Once done, you can just head to the end of the area to exit it or simply press SQUARE to bring up the option to leave the area. The party will meet up in Junes. You'll be taken to the TV World afterwards.



+TV World - Yukiko's Castle +

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Calm Pesce	Wind			Ice		Idea Paper
Lying Hablerie	Ice, Elec					Big Incisor

Take to Teddie before entering the castle to receive a Revival Bead, Peach Seed and Soul Drop. Enter the castle when ready. Make sure to strike the enemy first before they touch you. You'll need to time your strike otherwise you'll miss and the shadow will ambush you. Search the floors for the stairs and items, or even farm exp and yen from the monsters here. On the second floor, follow the straight path until you reach the door. Make sure both of your combatants are healed and ready, then open the door.

P4
Persona 4



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Chie	Wind			Light, Dark		140XP, 3000Y

Yosuke's Garu will play a great role in this battle so keep him alive. You may lower the enemy's defense by using Rakunda and use physical attacks instead. Sometimes, the enemy will use Mazio which is Yosuke's weakness so make sure to use your recovery items as needed. The boss will also put a barrier that will help her increase her defense against Wind Attacks. She will also use Bottomless Envy which inflicts Dizzy status to the character hit. In the other hand, you can stick with Zio if you have a lot of SP remaining.

Watch the scenes after the battle; Chie will get **Tomoe** as her own persona. Read through the following conversations and you'll establish the **Investigation Team (Fool Arcana)** social link

Evening/ Sunny

Save your game after the scene then head to your room to sleep.

4/18 MON

Early Morning / Sunny



Scene. You'll be able establish the **Chariot S.Link** but there will options in this conversation that won't be selectable (especially the 3rd option) because you don't have enough courage, the game will force you to select the default answer instead. Also, you will get a warning that if you fail to rescue someone before the town gets foggy, then its automatic game over. You should spend as much time as possible to train yourself and improve your party's equipment as well. The advisable dates to rescue Yukiko is the 18th (today), the 27th or 29th since there are no people that you need to spend time with to increase your social links. As another note, Yukiko is located in the 8th floor of the castle you visited earlier. Of course there is a boss battle ahead so make sure to train as long as you can.

Afternoon / Sunny

Quiz answer: "The" (+Knowledge)

After School / Sunny

Free Time: From here on you'll need to manage your time on your own. Check out the locations and be familiar with what you can do. Save using the floating butterfly in your classroom if you want. Also remember that you can fast travel by pressing the SQUARE button. Aside from shopping and exploring the TV world, you can actually start doing some Quests. These are optional tasks that are bestowed to you by various NPCs in the game. They are worth doing since the rewards are too good to ignore.



As for your first quest ([Quest #23: Who's the Riddle Master?!](#)), head to 3F of the Classroom Building and talk to the Funky Student in the middle of the hallway. The answers to his riddles should be "[Group A](#)" and "[Top 6 Flag Colors](#)". Obtain [Chest Key x3](#).

Before going to the dungeon, make sure to buy some Goho-M from the Shiroku Store in the South Shopping District. This invaluable item will allow you to leave the dungeon instantly and will allow you to continue where you left off. Once ready, head to Junes Food Court to gather everyone and explore the area.

+TV World - Yukiko's Castle +

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Calm Pesce	Wind			Ice		Idea Paper
Lying Hablerie	Ice, Elec					Big Incisor
Magic Hand	Ice					Light Iron
Trance Twins	Fire		Phys	All other attacks		Wonder Pole, *Suspicious Pole
Black Raven	Elec			Fire, Wind		Black Lamp
Positive King	Fire		Phys, Elec			Moustache Fiber
Secret Bambino	Elec					Poison Flower
Bronze Dice	Elec					
Avenger Knight**	Light		Phys	Light, Dark**		Bronze Reins, *Angel Statue
Burning Beetle	Ice		Phys			Hard Horn
Heat Balance			All elements			Golden Dish, *Ritz Wire
Laughing Table	Wind			All other attacks		Magic Cross, *Fitting Board
Magical Magus	Fire				Ice	Supple Metal, *Demon Statue
Phantom Mage	Wind				Fire	Golden Cloth

*Alternative item drop during sidequest

**Appears as a random enemy on 6F to 7F; Light/ Dark Immunity active only as a boss

Talk to Teddy as soon as you arrive. Talk to him again to get a Goho-M. Scene in the 2nd floor. Continue searching after the scene.

Once you've reached the 5th floor, you'll discover that it is surrounded by invisible warp points. The map's layout is fixed and you'll need to defeat a boss here in order to continue. Make sure that everybody's healthy before even attempting this. Don't forget to grab the Kevlar Vest in the western room if you can. You may want to return to the entrance and save just to be safe.



Boss	Repel	Null	Rewards
Avenger Knight	Phys	Light, Dark	300EXP, 200Y



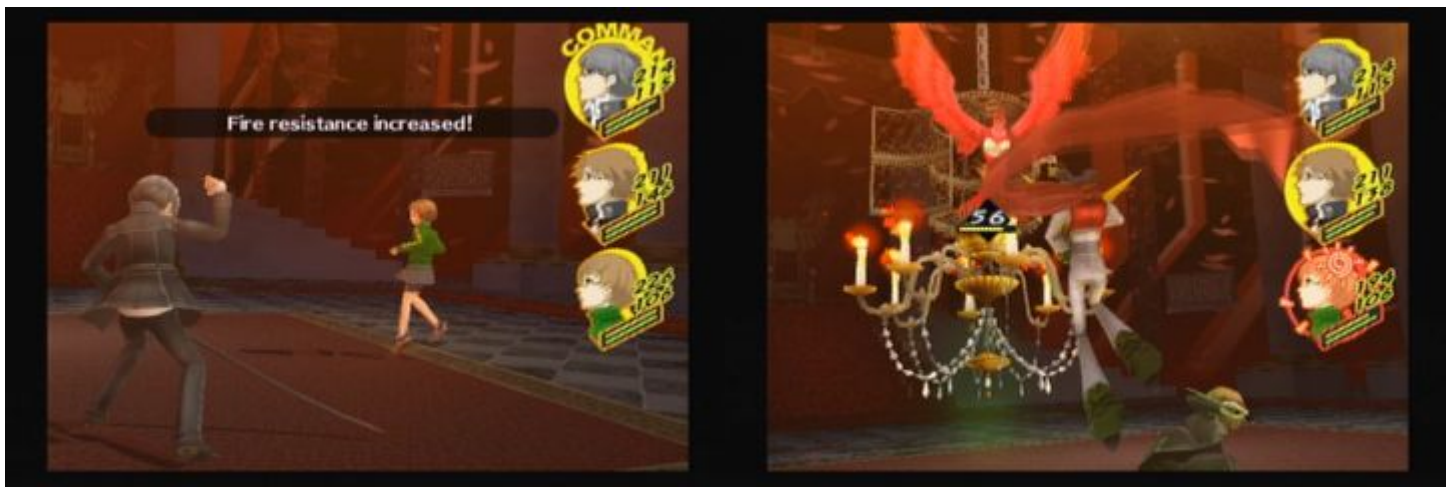
This boss has really powerful physical attacks and you may need to concentrate on healing your party instead. Though it attacks one target at a time, you'll be forced to heal your characters since it can really dish critical damage per attack. Alternatively, you can act as support while the others whittle the enemy HP down. You can also train Slime for its innate resist physical ability which may give you an advantage in this battle.

The boss will drop the Glass Key which will enable you to open the locked doors and grab the chests behind them. You may return to the entrance and save if you want then continue navigating the floors if you still can. Fortunately, you can continue from the last floor you left using Goho-M. I suggest capturing Slime and Ukobach and grinding them until they learn all their skills (@LV7). You will need their combined skills to defeat the boss on the 8th floor. Use them in a triangle fusion with any persona and keep "refreshing" skill list (cancel the selections and selecting them again) until you the following skills: Resist Fire, Resist Physical and Red Wall. An Archangel is good since it will have Media but an Oberon is not a bad alternative (it has innate strength vs Fire) since it also learns Media at LV14.



It is okay if you can't finish everything in one go; most likely you'll run out of recovery items in the first place. Once you've reached the 8th floor, you'll find a savepoint and an option to return to the entrance. Make sure to completely heal your party before entering the door since you'll have one tough boss ahead. Recommended level is 16.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Yukiko				Light, Dark	Fire	556EXP, 3000Y
Charming Prince	Ice			Light, Dark		



If you followed my suggestions above, then you should have a good persona with Resist Fire, Resist Physical and Red Wall. These three skills will help you a lot in battle. If you have an Archangel with Media with Resist Fire at least, then you can just switch to that persona whenever you need some major healing. Use Red Wall to Chie to cover her innate weakness to fire and make sure to recast it once its effect has worn off.

The boss has some really strong physical and fire attacks so resisting fire will help you in the long run. She will also summon Charming Prince which can heal the boss and deal considerable damage at the same time. You may consider changing your tactics and gain Direct Command to Chie so you can issue commands at will. Use Bufu or Mabufu against the Prince to knock it down and get another free hit. Don't bother focusing your attacks on the Prince; defeating the main boss will immediately end the battle.

Watch the scenes after the battle. Yukiko will get her own persona, **Konohana Sakuya**. You'll be back in the real world afterwards. Select the option "**Let's call it a day**" (+Understanding) during the conversation.

Evening/ Sunny

Scene. The game will automatically push through the next day.

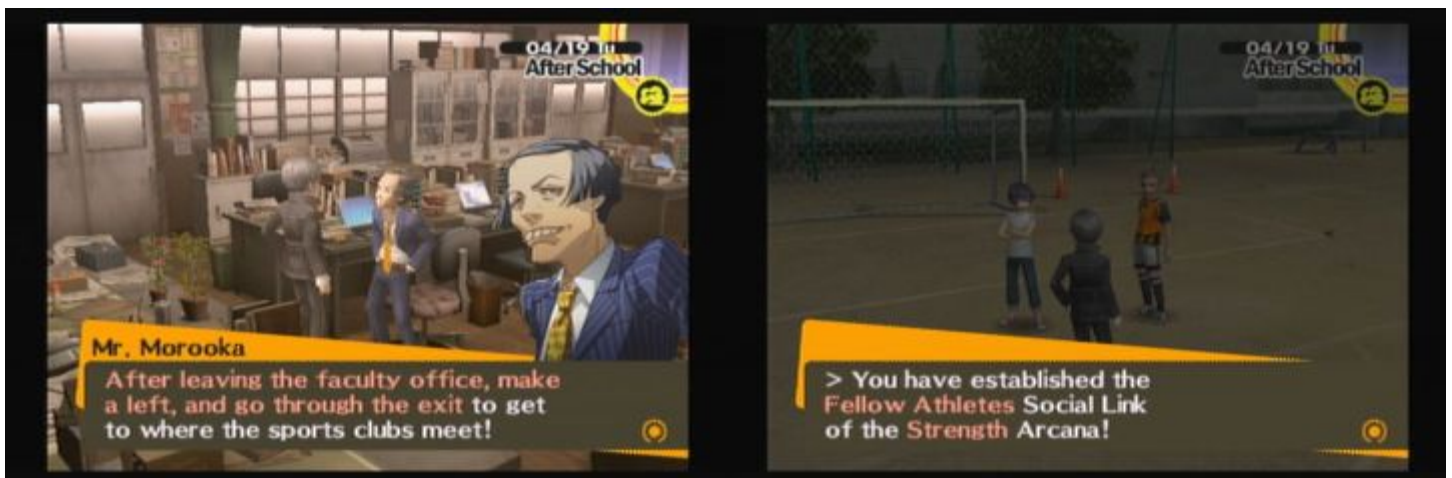
4/19 TUE

Early Morning / Sunny

Call from Margaret. Overhear a rumor that the Sports Clubs are accepting new members.

After School / Cloudy

Save if you want. You'll have the chance to establish the Strength social link. Head to the first floor of the Classroom building. You should find it on the right side of the building. After talking to your moronic homeroom teacher, head left and take the emergency exit. You'll be given an option to join the basketball or soccer club. If you join the basketball club, you'll befriend Kou Ichijo. Joining the soccer club will allow you to get acquainted to Daisuke Nagase instead. They may have different conversation options but they're both from the Strength social link. You can only befriend one of them per playthrough though. Just read through the conversations to unlock the **Fellow Athletes (Strength) s.link**.



Evening/ Cloudy

Save your game if you wish. Go up to your room. From here on, you can spend the night freely. You may study to get Knowledge stat boosts, work in a part-time job, assemble model kits as part of quests to earn Diligence boost or read books that can be purchased from the Yomenaido bookstore. Spending the evening by using the futon to sleep is not advised compared to other stat boosting activities. While sleeping, you may dream about a friend which you have a social link with. Talking to the person you dreamed about will most likely make your social link with her/him increase faster. As for now, I suggest studying to increase your knowledge.

4/20 WED

Early Morning / Cloudy

Chat with Yosuke

Afternoon / Cloudy

Quiz answer: "Millennium", (++)Expression) and increase Magician S.Link

After School / Cloudy

- Save the game if you wish. You may pick up the book "A Great Man" from Yomenaido. Learn that the next release is on May 7th.
- Make sure to sell all the materials you have acquired on your battles to Daidara Metalworks for new items to be added on their inventory. There will be new items in the Shiroku store so make sure to check it out as well.
- The Magician S.Link is also available at this point. You can find Yosuke in the Classroom Building 2F, along the hallway.

AUTHOR'S NOTE: Remember to bring the corresponding persona under the social link's arcana to gain additional (yet invisible) "points" that will help you increase your S.Link rank faster. If you're a previous Persona 3/FES player, then this mechanic should be pretty familiar to you. Also, multiple slinks may be available at a particular day so I will leave the decision to you on which one would you like to spend time with; this guide won't dictate your action but will merely give suggestions. Please refer to the Social Link section of this guide for the best answers.



Evening/ Cloudy

- Save your game and head to your room.
 - If you have bought the Great Man from the bookstore, you may read it by examining the sofa. When reading books, you may Glance through it or read it thoroughly. It doesn't matter which one you choose since you'll still get the boost the book provides.
 - If you didn't get the book, you may study or sleep
-

4/21 THU

Lunchtime

You may get an invitation from Daisuke/Kou (Strength)

After School / Cloudy

- Strength S.Link available. You may find him just outside of your classroom, along the hallway near the stairs

Evening/ Cloudy

- Free time

4/22 FRI

Lunchtime

You may get an invitation from Yosuke (Magician)

After School / Cloudy

- Magician Available

Evening/ Cloudy

- Free time

4/23 SAT

Early Morning / Cloudy

Overhear that the part-time jobs are available in the town bulletin board.



Morning / Cloudy

Quiz answer: "They were by the riverside" (++)Expression), increase Magician S.link

After School / Cloudy

- Part-time jobs now available. Head to Shopping District North. The best choice in the list is the *Day Care Caretaker Assistant*. Not only that it pays better than the others that are available at the moment, it will also unlock the *Temperance* social link on the second day. Furthermore, it won't require higher core stats. All part-time jobs are night activities, except the Day Care assistant which is during the day.

- Strength and Magician (if Yukiko was saved already) will be available

Evening/ Cloudy

- Free time

4/24 SUN

Daytime/ Sunny

- May get a call from Daisuke/Kou (Strength)

- Magician available

Evening/ Sunny

- Free time

4/25 MON

Early Morning / Cloudy

- Overhear gossip that the cultural clubs are accepting new members

Morning / Cloudy

Quiz answer: 8 AM (+Knowledge)



After School / Cloudy

- [Quest #3: The Girl on the Rooftop](#) available

Talk to the male student in your room, by the desk. Press the SQUARE button and select the Roof. You'll need to talk to the girl three times then return to the male student and tell him what you learned. However, since you can only talk to her once per day, it will take 3 days to accomplish this request. You won't find the girl during rainy days so keep that in mind as well. The good thing is that you don't need to do this on consecutive days.

- Day Care Center assistant job available

- Magician available (if Yukiko is saved)

- Sun s.link can be established

Head to the faculty office and inquire about joining the cultural clubs. Head to the practice building. Head to the Music Room to join the band or the Meeting Room to join the Drama club. You'll meet Yumi Ozawa if you choose the latter and Ayane Matsunaga if you choose otherwise.

Evening/ Cloudy

Cooking event: (Available only if Yukiko is saved already) Whenever Nanako mentions that she went shopping and the fridge is full of food, you may cook lunch to share with your friends the next day. Sharing your prepared lunch with a friend will make you closer to them, thus speeding up the social link growth. I suggest saving first before doing anything so you can restart the whole thing all over again. If you fail, you'll get 5 Baits which can be used for the game's fishing mini-event. Cooking consumes the whole Evening time block and the game will automatically proceed to the next day.

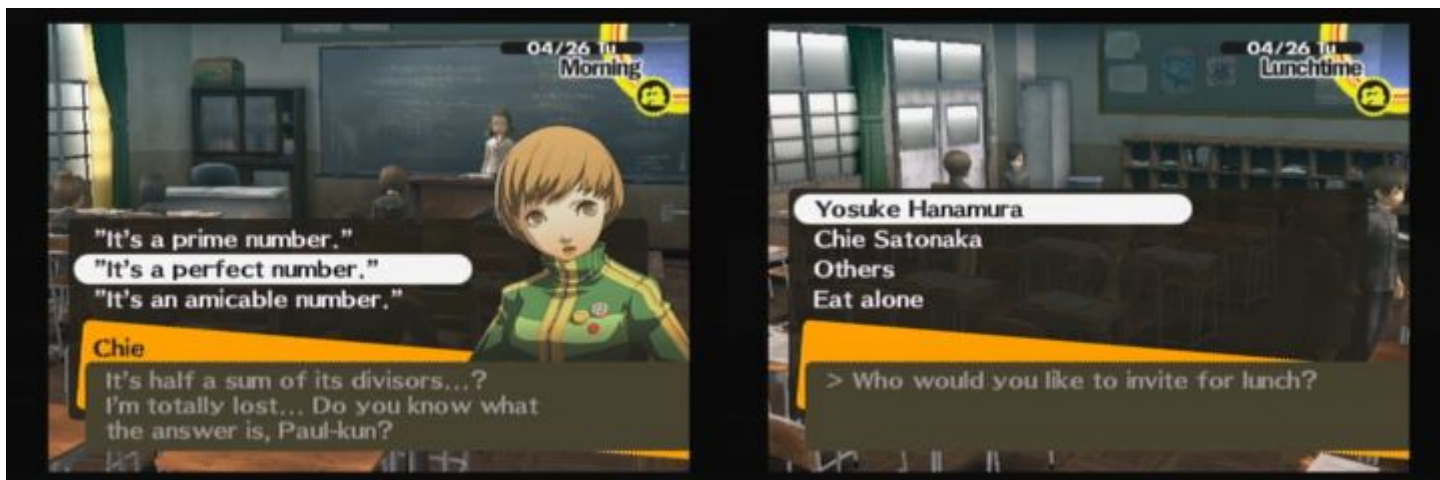
For this cooking event, select to *Score the meat with the Knife* to obtain **Aromatic Pork Ginger** and **3 Baits**.



4/26 TUE

Morning / Cloudy

Quiz answer: "It's a perfect number" (++Expression, Chariot S.Link increase)



Lunchtime/ Cloudy

Share prepared lunch. (Available only if you did the cooking event). Eating lunch with another friend will skip the invitations that you may receive from your other friends.

After School / Cloudy

- Chariot is available (if Yukiko is saved already)
- Strength and Sun links are also available

Evening/ Rainy

- Examine the fridge and eat the white miso (++Courage) (Will trigger only if Yukiko is saved)
- Whole evening block will be skipped.

4/27 WED

After School / Rainy

- Free time
- On rainy days like this, the Capsule Machine just outside the Shiroku Store loosens up. You can spend 200Y and the whole after school time block here if you want. You may win random but wonderful items in return.

Evening/ Rainy

- Free time

4/28 THU

Early Morning/ Rainy

Conversation with Chie (if Yukiko is saved)

After School / Rainy

Sun link is available

Evening/ Rainy

- Free time

[DEADLINE TO RESCUE YUKIKO]

Again as a reminder... if you still haven't made any progress rescuing Yukiko, then this is the last chance you'll get. It will be instant game over if you fail to rescue her at this point.

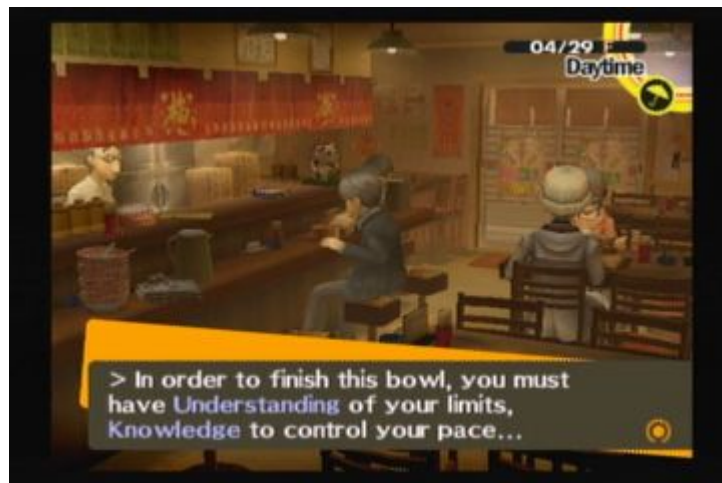
4/29 FRI - SHOWA DAY

Daytime/ Rainy

- Free time; if you have rescued Yukiko already then you're free to spend your time as you want. I suggest checking out the Mega Beef Bowl in Chinese Diner Aiya (Shopping District North). It's a little expensive (3000Y) however, it is definitely worth it since it will increase four of your main core stats.

Evening/ Rainy

- You can't use your room for activities since you'll only have the option to watch the Midnight Channel.



4/30 SAT

Early Morning/ Sunny

Conversation with Yukiko.

Morning/ Sunny

Quiz answer: Mt. Olympus (+Knowledge)



After School / Sunny

- Yukiko will join the party after the scene
- Fool link rank up
- More scenes will follow

Evening/ Sunny

- Sleep
-

The activities you can do for today is somewhat interconnected so you'll get to do much for today. Make sure to upgrade Yukiko's equipment before venturing inside the TV World. Make sure to restock your supplies if you still haven't

5/1 SUN

Daytime/ Cloudy

- Receive a call from Chie. You may now revisit Yukiko's castle with Yukiko to train her and farm exp, yen and items.

- Fishing is now available

Take the stairs down and talk to the old man. You will receive a [Fishing Set](#) and **10 Baits**. Playing this mini-game is simple: press X to cast your line to the water. Wait for the bobber to sink and the controller vibrates continuously. During this time, keep pressing the CIRCLE button to reel the fish in. Keep your thumb ready to press other 3 buttons when the prompt appears.



Fishing is directly related to your Diligence stat by default, so you can only get one attempt to fish up to a maximum of five. Fishing consumes a whole time block so be very considerate in making a decision to spend your time fishing or not. Fishing also requires Bait. These can be acquired freely by talking to the woman outside the Dojima Residence (except on rainy days), during cooking events and by trading fish to the old man by the river. You can also fish during evenings and rainy days; in fact you'll have more chances of catching rare and valuable fishes when it's raining. Some fishes are required to complete some of the sidequests later in the game which you can alternatively buy from Tanaka's Home Shopping. The items you can trade with the old man vary every month.

Item	Fish to trade
Titanium Club	Inaba Trout x2
Chest Key	Genji Ayu x1
Falcon Eye	Amber Seema x3
Bait x3	Red Goldfish x1

- Quest #5: Acquire Mori Ranmaru Shochu available

Go to Samegawa Flood Plain and keep heading left until you find a man near the other side. Talk to him and agree to bring the item to him. Head to the TV World and talk to Yosuke to access the Shopping District. Examine the boxes there to get the item. Deliver the item to him to get your reward.



+ TV World +

Talk to Yosuke then head to the Shopping District. Examine the barrels in the lower right corner to get [Skill Spanner](#) for Yosuke. Equip this wonderful weapon to him immediately. If you have accepted Quest #5, the quest item *Mori Ranmaru* can be acquired by checking the boxes in the middle. Once done, head back to the entrance and save. Head

to Yukiko's Castle next. Teddie will inform you about the powerful shadow lurking in the castle's throne room. Fight your way to the 8th floor. Make sure to at least get everybody at level 17+.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Contrarian King				Light, Dark. Wind	Fire	450EXP, 1000Y, +Courage



You'll need a persona that primarily has Resist Physical and Media. The Archangel or Oberon you have fused to fight Shadow Yukiko might suffice but unless they've leveled up then they won't that much help either. This boss doesn't have any weakness you can exploit. Aside from that it has some really powerful and all-party attacks that can immediately take out your party. Set Yukiko's tactics to Heal/Support while have Yosuke and Chie attack at full force. You may want to lower its defense and evasion as well. Take note that this boss is easily knocked down; you may want to have Chie and Yosuke use their personas' physical attacks to have more chances of knocking down the enemy and dealing critical damage. Prioritize keeping the party's HP at full. Alternatively, you may cast support skills like Takuraja (+attack, 1 ally) or Sukukaja (+Hit/Evasion, 1 ally). You'll probably need lots of Revival Beads when dealing with this boss. Since your party will be relying on physical attacks, use Media as often as you need to keep everybody healthy.

Since this is an optional battle, you can return to fight this boss whenever you like; probably once you hit the level 20's and above. If you managed to defeat it battle, you'll get a boost in Courage. Examine the stairs in front of the throne to get Yukiko's [Suzaku Feather](#).

Evening/ Cloudy
Sleep

5/2 MON
Early Morning/ Rainy
Conversation with Yukiko

Afternoon/ Rainy
- Learn that midterms are coming
- Lecture (+Knowledge)

After School/ Rainy
Everyone is preparing for the midterms so your school's links won't be available for the meantime

- [Quest# 1 Acquire an Angel Statue available](#)
Talk to the Timid female student beside the savepoint in your homeroom. You'll need to battle Avenger Knights in Yukiko's Castle (6F-7F) until they drop it. Avenger Knights don't appear that often so try going back and forth from the 6th and 7th floors and battling every enemy you see.

- [Quest# 2 Acquire a Demon Statue available](#)
Exit your room and room across the hallway to find the male student standing in front of the washrooms. You'll need to defeat Magical Magus enemies on 6F-7F of Yukiko's Castle.



- Quest# 4 Acquire a Ritz Wire available

Head to the 1st floor hallway of the Practice Building. Talk to the guy near the washrooms to start this quest. You'll need to defeat Heat Balance enemies found on 6F-7F of Yukiko's Castle.

- Option to study with Yosuke or Chie to increase Knowledge and S.Link.

Evening/ Rainy

- You can eat something from the fridge to greatly increase your courage (consumes time block)
- Or study for the incoming exams.

5/3 TUE - CONSTITUTION DAY

Daytime/ Sunny

- Scene. The Justice social link will be established automatically with Nanako.



Evening/ Sunny

- Free time

5/4 WED - NATURE DAY

Daytime/ Sunny

- Receive a call from Yosuke. If you accept the call, the Magician, Justice and Strength social links will increase
- If the call is declined, Magician and Chariot will be available.

Evening/ Sunny

- Free time

5/5 THU - CHILDREN'S DAY

Daytime/ Sunny

The game will let you choose which of the three destinations you would like to go. Receive Tater Longs if you visit Junes or TaP soda if you visit Yasoinaba Station. The game will automatically bring you to the shrine where you'll establish the **Hermit social link** as part of the story.



Evening/ Sunny

- Free time

5/6 FRI

Early Morning/ Cloudy

Chat with Yosuke

After School/ Cloudy

- Scene

- Once you have control, save first if you want then complete the pending sidequests you may have.

- Magician, Chariot, Hermit and Temperance links are available.



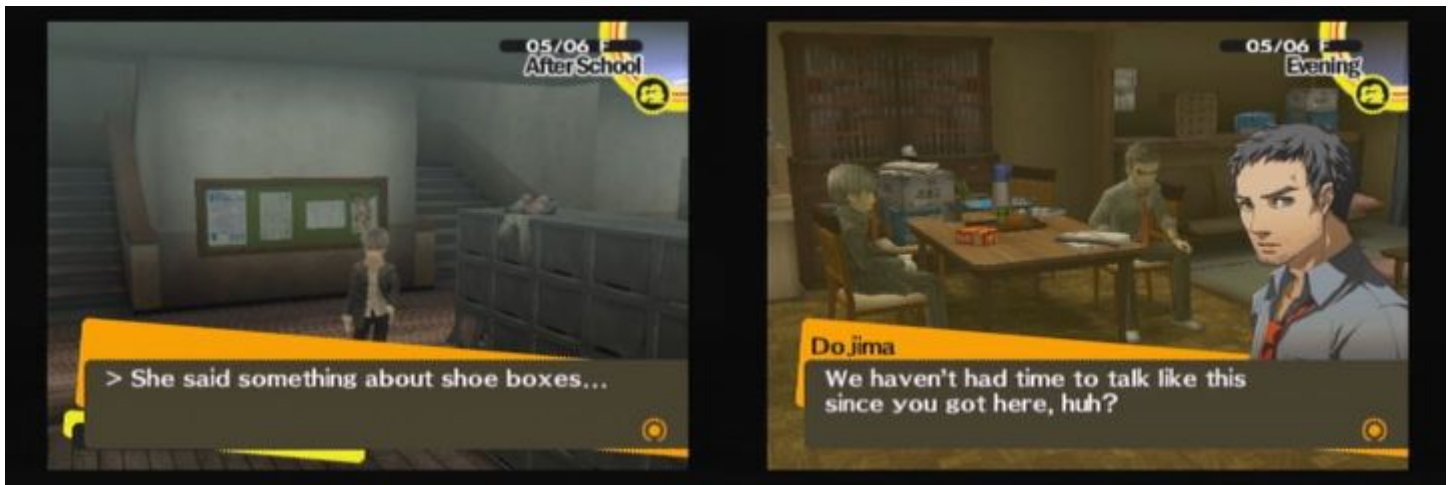
- Quest #6*: I Wish for Love available

Head to the shrine and choose to accept the ema request. This request spans on different days.

1. After accepting the request, return to the school and talk to the only girl standing in front of the shoe lockers.

2. The next day, talk to the girl just outside of your classroom and select the <first option> when the dialogue choice appears
3. The next free day (it should be exam week if you do this quest during this point), talk to the same girl just outside your homeroom to complete the quest. Go to the shrine and let the Fox know that you completed the quest.

**Hermit link rank up quest*



Evening/ Cloudy

- Hierophant link can be established with Dojima by starting up a conversation with him. (Consumes evening block)

- Otherwise, free time.

5/7 SAT

Early Morning/ Rainy

- Overhear gossip about exams and the benefits of getting a high score.

Morning/ Rainy

Quiz answer: Ionize (+Knowledge)

After School/ Rainy

- "Off Today" book on sale
- Talk to Chie to increase knowledge and social link
- Hermit available

Evening /Rainy

- Justice available
- Otherwise, free time.



5/8 SUN

Daytime/ Cloudy

- Receive call from Chie. (Possible Rank up if you studied with her the other day)
- If call is declined, Magician and Hermit are available

Evening/ Cloudy

- Hierophant available. (Expression 2 required to talk to him)
- Otherwise, free time.

5/9 MONDAY - MIDTERM EXAMS START

Early Morning / Cloudy
Chat with Chie

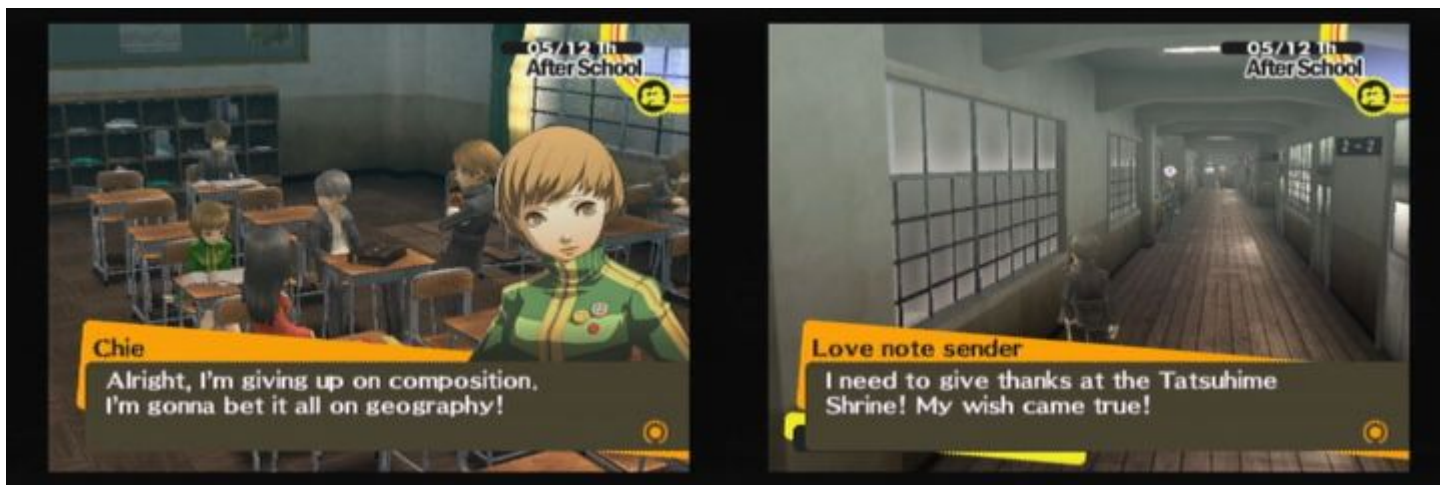
Morning / Cloudy
Exam Q1: 8AM
Exam Q2: Before Christ

5/10 TUE
Morning / Cloudy
Exam Q3: 6
Exam Q4: Millennium (take note of the double 'L' and 'N')

5/11 WED
Morning / Sunny
Exam Q5: Rene Descartes
Exam Q6: Mt. Olympus

5/12 THU
Morning / Cloudy
Exam: Answer(s) will depend on your Knowledge rank

After School / Cloudy



- Scene, free time afterwards.
- You may complete Quest #6 now.
- Magician, Chariot, Hermit, Strength and Sun are all available

Evening / Cloudy
- Cooking: "Simmer with a drop lid" (Well-simmered Beef Stew, 3 Baits) - consumes time block
- Hierophant available

5/13 FRI
Lunchtime / Cloudy
Share your packed lunch. (Available only if you have done the cooking event the other night)

After School / Cloudy
- Moon s.link can be established

If you have Strength link Rank 4 and Courage LV3, find Ai near the shoe lockers. Ask her to hang out. During lunch time when she invites you to cut class, go with her. You'll miss any Lectures, Pop Quizzes or conversations for that afternoon so make sure do this on a "free" or normal day. She'll be available on W/TH/FR.

- Hermit and Temperance available

Evening / Cloudy

- Scene. Game automatically goes to the next day.

5/14 SAT

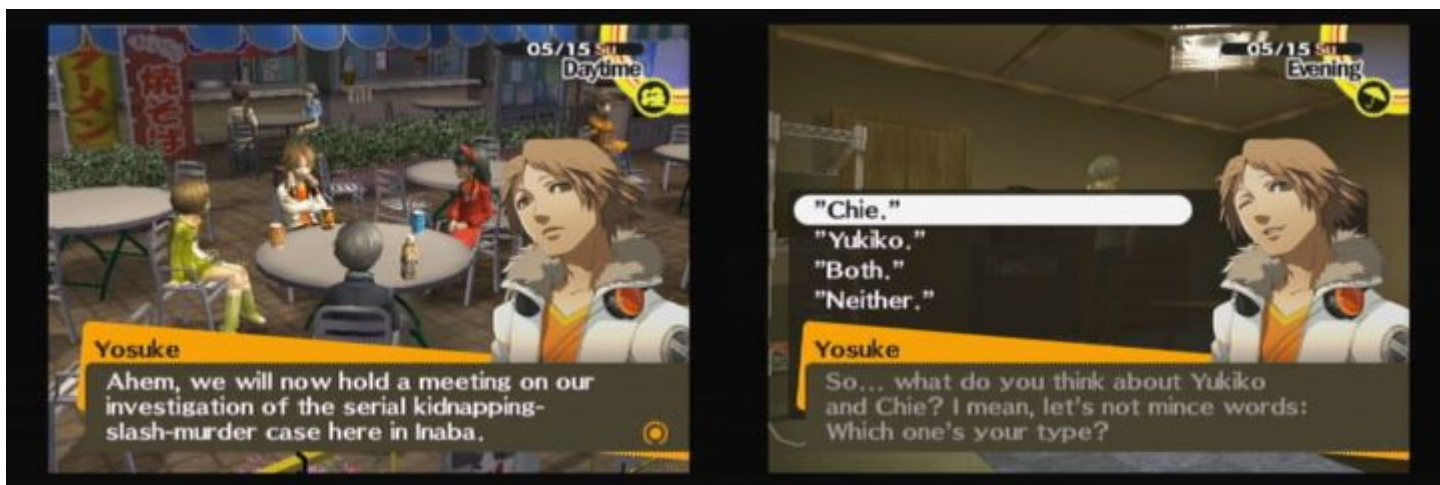
After School / Rainy

- Scene. Automatically shifts to Evening block

Evening / Rainy

- You can eat something from the fridge to greatly increase your courage (consumes time block)

- Can't use room for normal activities; option to watch TV.



5/15 SUN

Daytime/ Cloudy

- Scene

Evening / Rainy

- Still can't use your room for activities. Watch the TV.

- Yosuke will ask who your type is. Pick "Both" (+Understanding) or "Neither" (+Courage)

5/16 MON

After School / Cloudy

- Scenes

Evening / Cloudy

- Can only sleep

5/17 TUE

After School / Cloudy

- Scenes

- Priestess S.link will be established with Yukiko

Evening / Rainy

- Rest in your room. Watch the following scenes.



5/18 WED

After School / Sunny

- Watch the scenes. Fool s.link: automatic rank up



- (Story) Once back in the world map, you'll need to ask the people the people that personally know Kanji to give Teddie a hint. Do the following:

1. Visit Kanji's mother in front of their Textile Shop in the Shopping District North.
2. Head to Junes and talk to the woman by the elevator. She'll advise you to return the next day.

For the meantime, you may do some of your after school activities as well.



- Quest #7 Desk Refurbishing available

Head to Practice Building 2F and talk to the girl in the other end of the hallway, near the emergency exit. She'll request you to get a Fitting Board. This can be dropped by Laughing Table enemies that can be found on Yukiko's Castle's 6F and 7F.

- Quest #10 Extracurricular Activities available

Head to Classroom Building 2F and find Ms. Sofue in the other end of the hallway, near the staircase. She'll ask you to bring a Suspicious Pole that are dropped by Trance Twins on 3F, 4F and 5F of Yukiko's Castle.

- Hermit, Strength and Moon are available

Evening/ Sunny

- Justice available

- Otherwise, free time.

5/19 THU

Early Morning / Sunny

- Chat with Yosuke

Lunchtime / Sunny

- Results of the exams are posted. Performing well in the exams will boost your relationship with your classmates. There are corresponding rewards by getting high scores. However, if you get bottom place, you won't get anything. To get your reward from Ms.Sofue, you'll need to talk her. Find her at the end of the hallway, leading to the westernmost staircase.



Highest score

1. Classmate s.links will be boosted greatly
2. Ms.Sofue will reward you with 3 Chest Keys
3. Ryotaro will give you 30000Y.
4. Nanako will give you Portrait Medal

Within Top 10

1. Moderate boost to classmate s.links
2. Ms.Sofue will reward you with 3 Chest Keys
3. Ryotaro will give you 20000Y.

Out of the top 10

1. Small boost to classmate s.links
2. Ryotaro will give you 10000Y.

After School / Sunny

- Empress social link can be established

If your knowledge is level 3, head to the Velvet Room and talk to Margaret. Ranking up her social link is a bit different. Like the Hermit, she'll give you some tasks, specifically fusing Personas. Check the Social Link section of this guide to learn how to produce the personas she is requesting. Another good thing about Margaret is that increasing her link doesn't consume a time block. You can increase her link by creating the required personas as long as your level and their availability provides. Make sure to register the new personas you created to meet her requests, especially if they have a copy already in the database. Also, after the requested persona, leave the Velvet Room and return again for her to recognize the completion of her request.



- Hermit, Strength, Moon and Sun available.

- (Story) As a continuation for your task to gather info about Kanji, head to Junes and talk to the young man(?). Gather your friends in the Food Court. You'll have the option to bring the mysterious fox along for some immediate recovery assistance. Head to the TV and report what you have learned to Teddie. Speak to him to unlock the next dungeon. Alternatively, you may also return to the entrance and talk to Chie or Yukiko to go to Yukiko's castle to gather some quest items. At your current level at this point, the enemies there should be terribly easy. Once done, head to the entrance and talk to Teddie to continue your search for Kanji.



+TV World - Steamy Bathhouse+

Your deadline to save Kanji is June 4. This dungeon has 11 floors and the bosses are located on the 7th and 11th floors. Also, since there are new enemies in the area, try to train your characters as much as you can. The 3rd and 7th floors in this dungeon are the only ones fixed so I will be providing a map for those.

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Autonomic Basalt	Wind	Phys				Powered Iron
Bribed Fuzz	Light					Tough Hide, *Old Key
Rainy Brother 4	Ice			All		4 th Boy's Talc
Monopolizing Cupid	Ice	Wind				Cloth Wings
Cloudgirl Pot	Elec					Curious Line

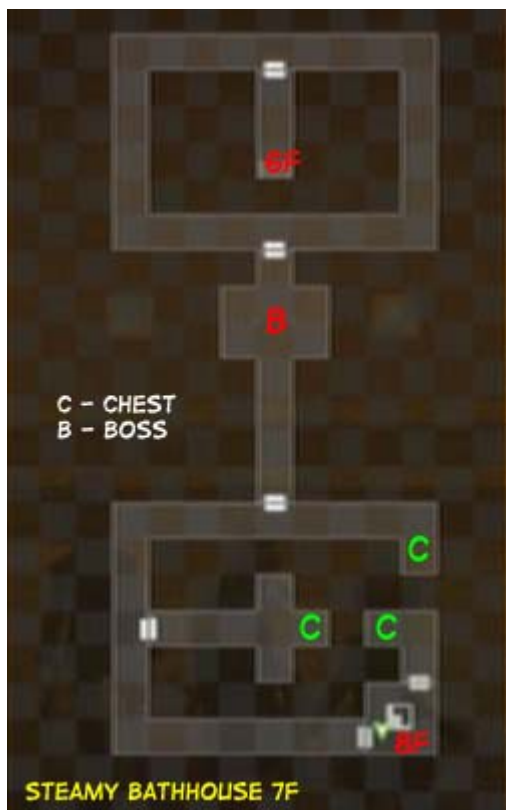
Phantom Master	Wind, Light			Dark		Magic Cloth
Pursuing Pesce	Light		Ice			Firm Cloth
Nizam Beast						Life Collar
Daring Gigas**	Wind	Phys				Proof of Spirit
Vicious Raven	Elec					Karma Lamp
Iron Dice	Elec					Pure Iron Lump
Dancing Hand		All elements				Thick Hide
Egotistical King	Wind		Light, Dark		Elec	Beard Fiber
Rainy Sister 4	Ice			All		4 th Girl's Talc
Selfish Basalt	All except phys					Selfish Ornament, *Coal
Tranquil Idol	Dark					Decorative Stone, *Crooked Cross
Crying Table	Ice	Phys, other elements				Brave Lumber, *Reflecting Board
Grave Beetle		Light				Sharp Horn, *Grand Horn
Killer Twins	Fire	Phys, Elec				Gray Shackle
Wondrous Magus						Smooth Fabric
Wealth Hand***	Elec	Phys, other elements		Light, Dark		Chest Key

**Alternative item drop during sidequest*

***Appears as an ordinary enemy from floors 3-8 Boss stats are a bit different*

**** Rare monster*

The Wealth Hand will start to appear from time to time. I suggest defeating them whenever you have the chance since it always drops Chest keys as well as a good amount of yen.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Daring Gigas				Light, Dark.		700EXP, 250Y



This boss is physical oriented so expect heavy physical damage from it. It will use Power Charge (ATK up) and Rebellion (Crit up) at the start of the battle and can counter physical attacks. Having a persona with physical resistance is necessary to win the battle. Rakhasha is a good choice though you'll need to train it to level 27 to get Physical Dodge. Direct Command your other allies. Use Yosuke's Dekaja to nullify all stat bonuses of the boss, which may prompt it to recast its buffs; thus, giving you more free hits.

Obtain **Bathroom Key** after the battle.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Kanji				Light, Dark		1008 EXP, 3000Y
Nice Guy		Fire			Ice	
Tough Guy					Phys, Fire	



First, set your allies' tactics to Direct Command. Nice Guy absorbs Ice, while Tough Guy absorbs physical and fire attacks. Nice Guy will act as the support; it will cast buffs on Shadow Kanji, as well as heal him. Make him your first target, while occasionally using Dekaja to remove the buffs. Eliminate Tough Guy next and then finally Shadow Kanji. The enemies will most likely cast enrage and poison so have some recovery items ready. Tough Guy will also most likely concentrate on attacking Yukiko so make sure to put her on guard if she won't be using Media for the current turn. This battle isn't so difficult, so long as you're at least LV27 or above.

Watch the scenes, Kanji will gain his persona, *Take-Mikazuchi*. The game will automatically shift to the next day.

5/20 FRI

After School / Sunny

- Deliver the quest items to complete your quests if you still haven't done so. Also, sell the materials you have acquired from the Bathhouse to Daidara Metalworks for new items to appear in their inventory.

- New items will be available in Shiroku.

- Hermit, Temperance and Moon links are available

Evening/ Sunny

- Justice available

- Otherwise, free time.

5/21 SAT

Early Morning / Cloudy

- Overhear gossip about Tanaka's home shopping TV show

After School / Cloudy

- Magician available (if Kanji is saved already)

- Chariot, Hermit, Strength and Temperance available

Evening/ Cloudy

- Magician and Hierophant available (if Kanji is saved already)

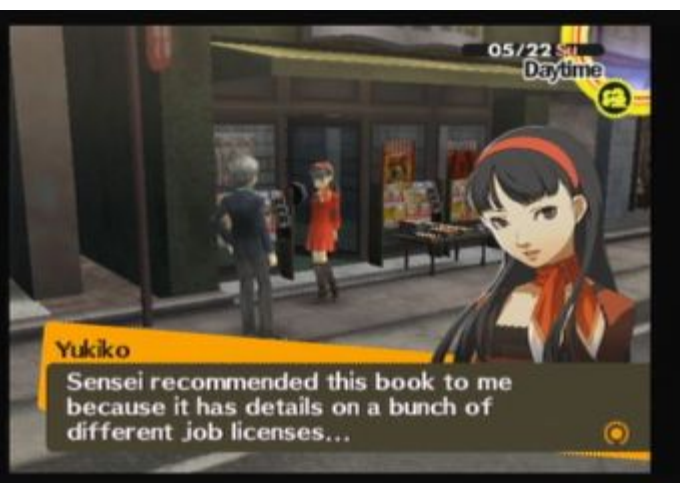
5/22 SUN

Daytime / Cloudy

- "Tanaka's Amazing Commodities" shall be aired every Sunday from here on. You can some uncommon items here if you like and it will be delivered to you at least two days after you ordered it. The stuff he sells differs from each week so make sure to tune in and grab whatever suits your fancy. You can only order one package.

Combo #1 for 5,980Y: Adios Shoes, Slimming Food x2

Combo #2 for 2,980Y: Medical Kit, Medicine x4



- Free time

- Priestess and Hermit available

Evening/ Cloudy

- Hierophant available (if Kanji is saved already)

5/23 MON

Morning / Rainy

Lecture with your moronic advisor

After School / Cloudy

- [Quest #8 Book Exchange](#) available

Head to the Shopping District South and talk to the guy in front of the bookstore. Trade a Peach Seed for his book. Quest completed. Obtain "[The Gentle Way](#)" book.

- Priestess and Chariot available (if Kanji is saved already)
- Magician, Hermit, Temperance and Sun are available

Evening/ Cloudy

- [Justice](#) available
- Otherwise, free time

5/24 TUE

After School / Sunny

- Chariot available (if Kanji is saved already)
- Priestess, Hermit, Strength and Sun are available



Evening/ Sunny

- Cooking (if Kanji is saved already): "Use potato starch" to obtain Crispy Sweet and Sour Pork, Bait x3.
- Hierophant available (if Kanji is saved already)

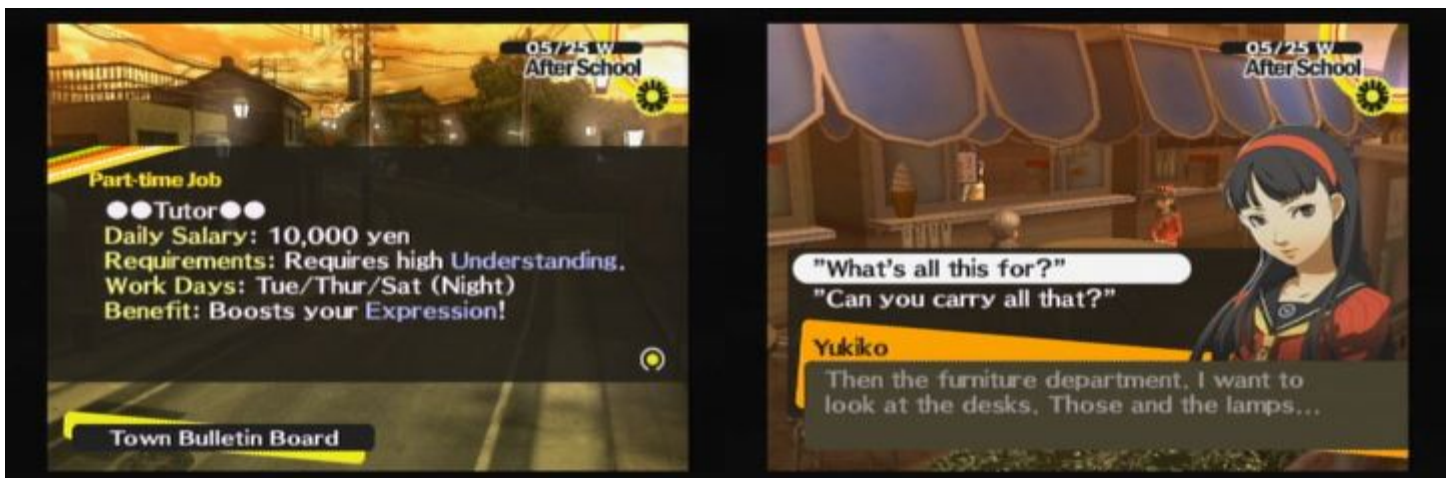
5/25 WED

Early Morning / Sunny

Overhear students talking. Learn that new jobs are available.

Lunchtime / Sunny

You can share your packed lunch if you did the cooking event last night.



After School / Sunny

- Check out the town's bulletin board to accept the new part time jobs. The Hospital janitor job will unlock the Devil social link on your second day. It will be available on Wednesday, Thursday and Friday evenings. Its starting pay is 5000Y and your Diligence should be at least LV3 before accepting this job.

In the other hand, the Tutor job unlocks the Tower social link but it requires max level in Understanding. Base pay is 10000Y and it is available every Tuesday, Thursday and Saturday evenings.

- Priestess, Hermit and Moon available

Evening/ Sunny

- Hospital Janitor part time job

- Justice available

5/26 THU

Afternoon / Cloudy

Quiz answer: Sacred Carvings

(++Expression, Magician link)

After School / Cloudy

- Magician, Priestess, Chariot, Hermit, Strength, Moon and Sun available

Evening/ Cloudy

- Hierophant available (if Kanji is saved already)

- Devil link can be established (Hospital Janitor)

- Tower link can be established (Tutor job)

5/27 FRI

After School / Cloudy

- Hermit, Temperance and Moon available

Evening/ Cloudy

- Justice, Devil available

5/28 SAT

After School / Sunny

- Magician, Hermit, Strength and Temperance available

- Chariot available (if Kanji is saved already)

Evening/ Sunny

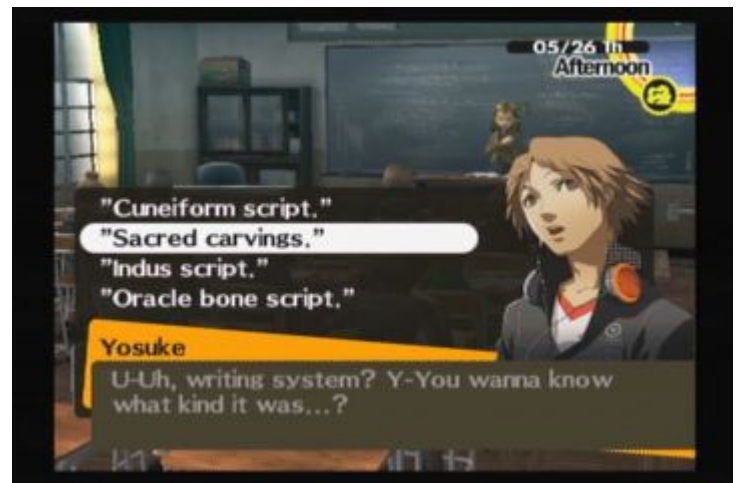
- Hierophant available (if Kanji is saved already)

- Tower available

5/29 SUN

Daytime / Cloudy

- You'll receive a call from Kou in case your strength rank is 4 below. I recommend accepting this call since you'll have the chance to increase your strength and chariot social links. It will also let you get the book "Lovely Witch Detective" (select "Thanks" when Daisuke gives it you) which increases two core stats when read. (Understanding and Diligence) Unfortunately, this is the only way to acquire this book. You won't be able to purchase anything from the home tv shopping if you accept their call.



- Tanaka's Amazing Commodities
 Combo #1 for 11,800Y: Steel Panier, Slimming Food x2
 Combo #2 for 4980Y: Ball Lightning, Chest Key 2

- Otherwise, **Magician and Hermit** available.

Evening/ Cloudy

- **Hierophant** available (if Kanji is saved already)

5/30 MON

Afternoon/ Cloudy

- Lecture (+Knowledge)

After School / Cloudy

- **Magician** available (if Kanji is saved already)

- **Priestess, Chariot, Hermit, Temperance and Sun** available

Evening/ Cloudy

- can eat leftover from the fridge to increase Courage

- **Justice** available

5/31 TUE

After School / Cloudy

- **Priestess, Chariot** available (if Kanji is saved already)

- **Hermit, Strength and Sun** available

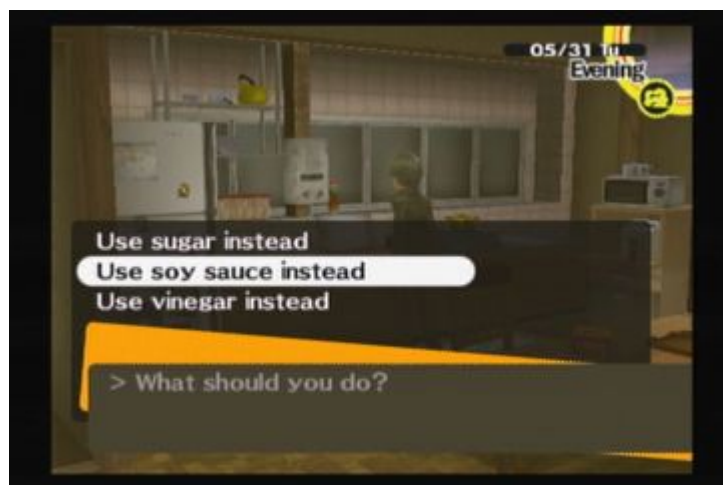
Evening/ Cloudy

- **Cooking** (if Kanji is saved already):

"Use soy sauce" to cook Savory Grilled Beef

- Obtain 3 baits

- **Hierophant** available (if Kanji is saved already)



This month's fishing trade items:

Item	Fish to trade
Duchess	Inaba Trout x3
Land Badge	Huge Fish x1
Chest Key	Amber Seema x1
Bait x3	Genji Ayu

6/1 WED

Lunchtime/ Cloudy

You can share your packed lunch if you did the cooking event last night.

After School / Cloudy

- **"Forever Macho"** book on sale

- **Priestess, Hermit, Strength and Moon** available

Evening/ Cloudy

- can spend evening shopping with the Dojimas to get one of the following: Medical Kit x3, Peach Seed x10, Royal Jelly x5 or Dokudami Tea x2 (if Kanji is saved already)

- Otherwise Devil is available

6/2 THU

After School / Rainy

- Sun and Hermit available

Evening/ Rainy

- Justice, Devil and Tower available

6/3 FRI

After School / Rainy

- Quest #14: Please Feed the Cat available

Talk to the guy in front of the bookstore and accept his request. When it is not raining, head to the Samegawa Flood Plain and look for the cat. Give it some fish to complete the request. You can get fish by fishing (obviously) or buy buying them from the home tv shopping. You may fish at this time since there are no important social links available or if you are still in the process of completing an ema's wish for the Fox. Remember to check out the other quests first since fishing consumes a whole time block. It's better to do this with a high Diligence rank to have more fishing attempts per session.

- Quest #25: Feed the Cat available

This is a continuation of Quest 14, in case you have a fish in your inventory and completed the quest immediately. Simply feed the same cat with 8 more fishes to complete the request.

- Quest #49: Cat Needs Food Badly available

This is the last part of this stupid series of quests. You'll need to feed the same cat 19 more fishes to complete the quest.

- Hermit available

- Spend time block eating Mega Beef Bowl in Chinese Diner Aiya

Evening/ Rainy

- Hierophant available (if Kanji is saved already)

- Devil available

[DEADLINE TO RESCUE KANJI]

Again as a reminder... if you still haven't made any progress rescuing Kanji, then this is the last chance you'll get. It will be instant game over if you fail to rescue him at this point.

6/4 SAT

After School / Rainy

- Hermit available

- Spend time block eating Mega Beef Bowl in Chinese Diner Aiya

Evening/ Rainy

- Can drink expired milk from the fridge (++)Courage)

- Scenes

6/5 SUN

Daytime / Sunny

- Free time

- Home TV Shopping

Combo #1 for 11,800Y - Jingi Fundoshi, Slimming Food x2

Combo #2 for 2,900Y - Inaba Trout, Amber Seema x2

- Quest #9: Acquire an Old Key available*

Talk to the old woman (that looks like a man) by the Samegawa Flood Plain. Old Keys are dropped by Bribe Fuzz enemies on the 1st and 2nd floor of the Bathhouse



- Quest #11 Acquire Coal available*

Head to the north Shopping District and talk to the loud old man in front of the shrine. Bring him a Coal dropped by Selfish Basalt enemies on the 7th and 8th floors of the Bathhouse

- Death social link can be established

If your Devil S. Link is at LV4, visit her on the Samegawa Flood Plain on Sundays or Holidays (not raining) and spend time with her to establish the link.

- Magician, Hermit and Chariot available

Evening / Sunny

- Justice available

** There are similar requests like these in the coming few days. I suggest wait until you activate the other similar "item-collecting" quests so you can get them all in one go. This will save you a lot of time, and a spare After School time block that you can use for boosting your social links or stats.*

6/6 MON

After School / Sunny

- Scenes. Automatic rank up for Fool social link.



Evening / Sunny
- Hierophant available

6/7 TUE
After School / Rainy

- Quest #12: Desk Refurbishing Part 2 available

Head to Practice Building 2F. Talk to the same girl that requested the Fitting Board before. Defeat the Crying Tables on the 9th and 10th floors of the Bathhouse to obtain a Reflecting Board. Bring one to her to complete the request.



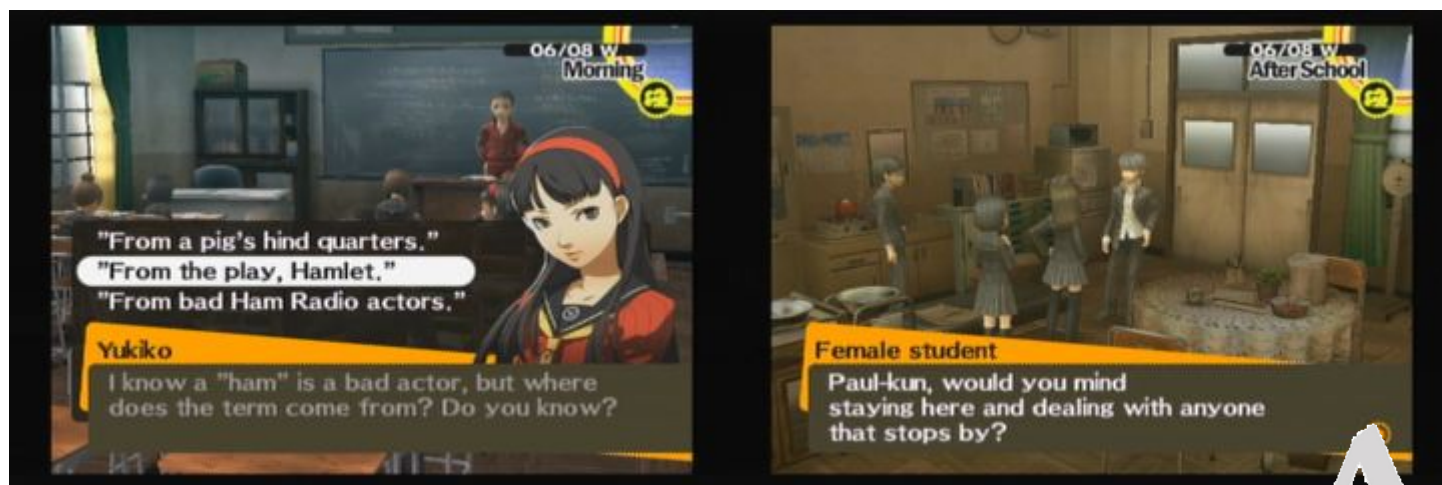
- Quest #15: Acquire a Crooked Cross available

Talk to the timid female student standing by the savepoint in your classroom (2-2) and she'll ask you to find a Crooked Cross for her. These are dropped by Tranquil Idols that are located on the 7th and 8th floors of the Bathhouse. Bring one to her to complete the request.

- Sun, Hermit available

Evening / Cloudy
- Justice, Tower available

6/8 WED
Morning / Cloudy
Conversation with Yukiko. Pick "**From the play, Hamlet**" (++Expression, increase Priestess Link)



After School / Cloudy

- Scenes. Pick "**Kitao from Santo Inc**" and "**Can it come in two months**" (+Knowledge, +Expression)

Evening/ Cloudy

- **Cooking: "Let it simmer"** (Spicy Curry, Bait x3)

- **Hierophant, Devil available**

6/9 THU

Lunchtime / Cloudy

You can share your packed lunch if you did the cooking event last night.

After School / Cloudy

- **Quest 16: Acquire a Horn available**

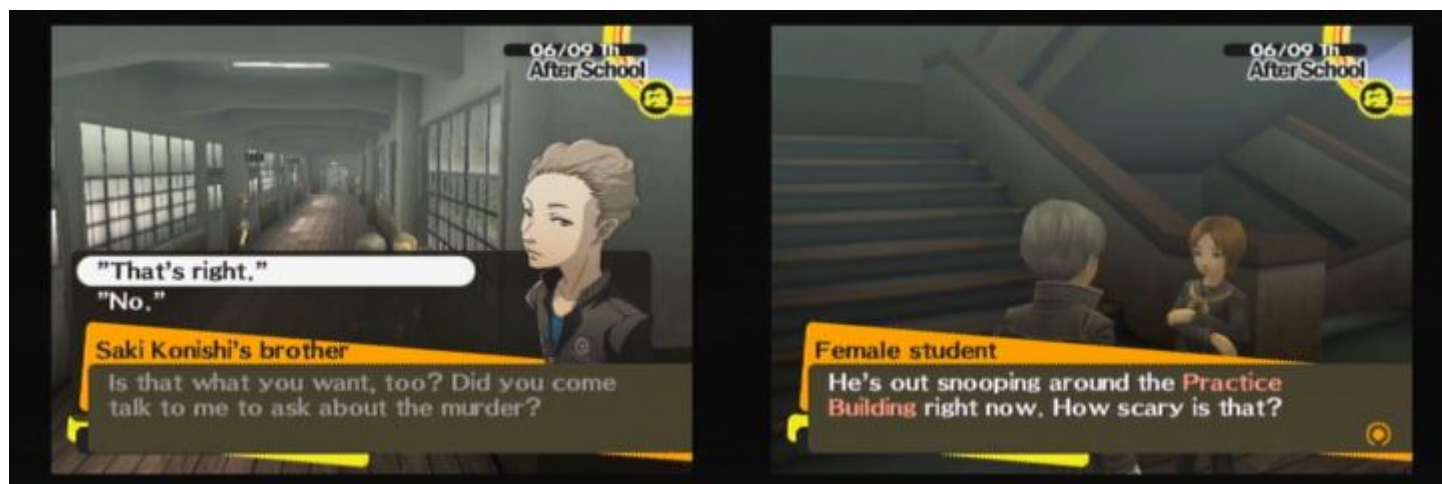
Talk to the aging housewife in front of the Shiroku Store in the Shopping District South. Defeat Grave Beetles on the 9th and 10th floors of the Bathhouse to get a Grand Horn. Bring one to her to complete the request.

- **Quest 17 Please Find my Younger Twin available**

Talk to the young girl walking in the shopping district. Head to the Samegawa Flood Plain, head left and find her beside the shed. Talk to the girl's twin and return to her to complete the request.

- **Hanged Man event (1)**

Though you can't establish this link immediately, you can actually start doing the steps now. First, talk to Konishi in the Classroom Building's 1F lobby. You should have Understanding LV3 to proceed further with the conversation. Answer "**That's Right**". You'll need to talk to him twice on different days to establish the link.



- **Emperor link can be established**

- Talk to the girl in front of the stairs in the 2F Classroom building. Head immediately to the Practice Building and find Kanji along the hallway.

- **Magician, Priestess, Chariot, Hermit, Strength, Moon and Sun are available**

Evening/ Cloudy

- **Hierophant, Devil, Tower available**

6/10 FRI

Early Morning / Cloudy

- Chat with Chie.

After School / Rainy

- **Hermit available**

This is the best time to make a return trip inside the TV and collect all the necessary items to complete your sidequests. You'll also find an optional boss in the last floor so I suggest you take it down as well. You may also train Kanji if you wish.

You may also want to defeat the optional boss now residing the 11th floor of the bath house.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Intolerant Officer	Elec			Light, Dark		1162 EXP, 1000Y, +Courage



Fortunately, this boss is weak against something: Electric attacks. One thing you should know is that this boss uses Wind and Ice attacks so equip a persona that can nullify, absorb or repel those kind of attacks. You can bring in Kanji since his attacks are elec-based. For your 4th member, you can bring in Yukiko to act as your meat shield since the boss will most likely target her with Bufu, leaving your other allies to attack freely. You can also bring Chie since she is strong against Ice attacks. However, this will prompt the boss to target Kanji with Garula attacks since he's weak against it.

When you knock the boss down, always decline since the damage you deal during the beatdown is lesser compared to an individual attack. If you have an accessory that can help alleviate Kanji's innate weakness to wind, make sure you have it equipped on him.

After defeating the boss, examine the base of the stage to obtain an [Iron Plate](#) for Kanji.

Evening/ Cloudy
- Justice, Devil* available

**available only if you haven't explored the TV World.*

6/11 SAT
After School / Cloudy
- Continue all your sidequests and deliver any items you have collected so far. Remember to sell any materials you have acquired during your last visit to the TV world and check out any new items from the shops.

- Magician, Emperor, Chariot, Hermit, Strength and Temperance available

Evening/ Cloudy
- Justice, Tower available

6/12 SUN

Daytime/ Cloudy

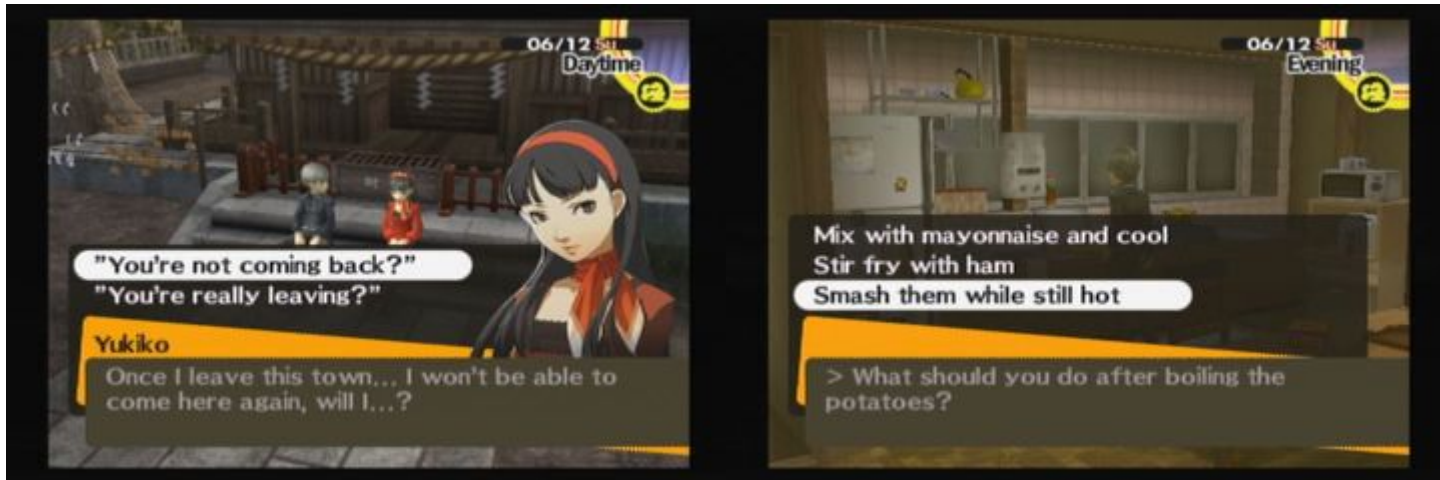
- Home TV Shopping

Combo #1 for 4,890Y - Fire Suppressor, Herbal Pill x2

Combo #2 for 2,900Y - Balm of Life, Curse Paper x4

- **Call from Yukiko (Priestess)**. Accepting her invite will make you miss the home shopping event. Possible rank up event if call is accepted.

- Otherwise: **Magician, Priestess, Emperor, Hermit and Death** available



Evening/ Cloudy

Cooking: "Mash them while still hot". Obtain Tasty Potato Salad, x3 Bait

- Hierophant available

6/13 MON

Early Morning / Cloudy

- Overhear gossip

Lunchtime / Cloudy

You can share your packed lunch if you did the cooking event last night.

Afternoon / Cloudy

Quiz answer: "Anaerobics" (+Knowledge)

After School / Cloudy

- Hanged Man event (2)

- Spend time by talking to Konishi in the Classroom Building's 1F lobby. Any choices will do.

- Otherwise: **Magician, Priestess, Chariot, Hermit, Strength and Temperance** are available

Evening/ Cloudy

- Hierophant available

6/14 TUE

Early Morning / Rainy

- Overhear gossip about the campout

After School / Rainy

- Hermit, Sun available

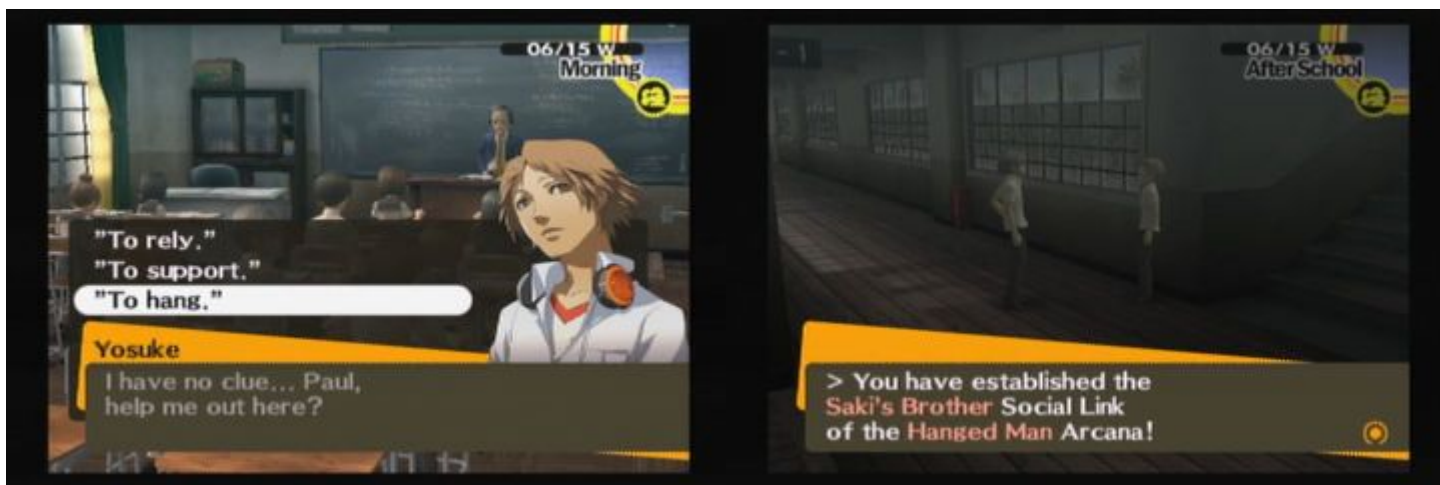
Evening/ Cloudy

- Scene with Nanako

6/15 WED

Morning / Cloudy

- Quiz answer: "To hang" (++Expression, Magician link increases)



After School / Cloudy

- **Hanged Man can be established (3)**

Talk to Konishi in the same spot and return the handkerchief.

- Otherwise: **Priestess, Emperor, Hermit, Strength and Moon are available**

Evening/ Cloudy

- **Justice, Devil available**

6/16 THU

Early Morning / Sunny

- Conversation with Yukiko

After School / Cloudy

- Scene (grocery shopping)

Evening/ Cloudy

- **Hierophant, Devil, Tower available**

6/17 FRI **[SCHOOL CAMPOUT DAY 1]**

Afternoon / Cloudy

Conversation: Choose "Eat it" (Requires Courage LV4) to increase Chariot and Priestess links

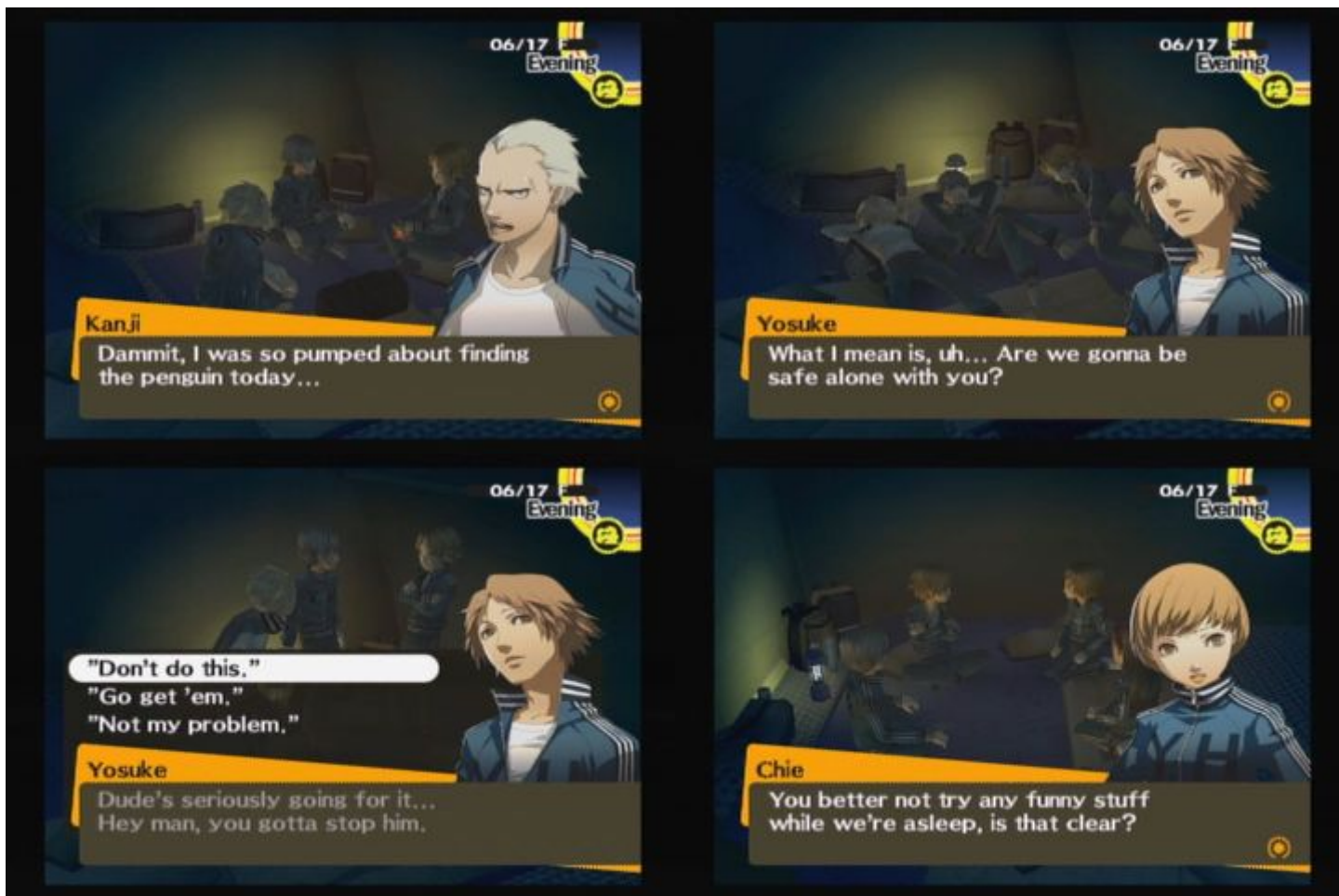


PA
Persona 4

Evening/ Cloudy

- Watch through the scenes until Yosuke provokes Kanji for suspecting him for being a... HM.

Conversation: "Don't do this" (++)Expression)



6/18 SAT [SCHOOL CAMPOUT DAY 2]

Morning / Cloudy

- Watch more entertaining scenes. When you get the chance to compliment Yukiko or Chie, choosing either of them will increase your link with them.



Evening/ Sunny

- Can only sleep. Save your game first.

6/19 **SUN**

Daytime/ Cloudy

- Home TV Shopping

Combo #1 for 4,890Y - Power Belt, Herbal Pill x2

Combo #2 for 9,800Y - Huge Fish, Ice Cube x4

- Magician, Emperor, Hermit, Hanged Man available

Evening/ Cloudy

- Scene (automatically switches to the next day)

6/20 **MON**

Early Morning / Cloudy

- Conversation with Kanji. Scene with the team.



Morning / Cloudy

Quiz answer: Socrates (+Knowledge)

After School / Cloudy

- Magician, Priestess, Chariot, Hermit, Hanged Man, Temperance and Sun available

Evening/ Cloudy

- Can't use room for activities

- Hierophant available

6/21 **TUE**

After School / Rainy

- Sun, Hermit available

Evening/ Rainy

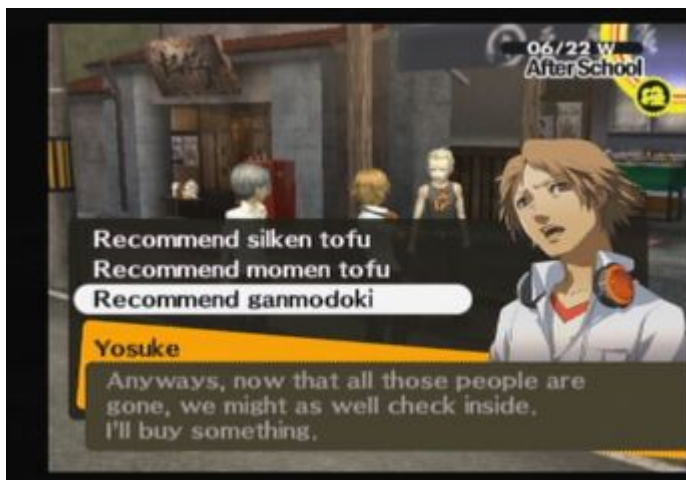
- Watch Midnight Channel (can't use room)

6/22 **WED**

After School / Cloudy

- Watch the scenes (no free time)

- Recommend ganmodoki to increase Magician S.Link



Evening/ Rainy

- Scenes

6/23 THU

After School / Cloudy

- Watch the scenes (no free time)



Evening/ Rainy

- Save first. You can only watch the Midnight Channel for tonight. Watch the scenes.

6/24 FRI

After School / Sunny

- Watch the scenes. Star link will be established as part of the story.



- You'll need to ask around in order to know Rise's whereabouts. The investigation takes a few days so let's just cover what we can cover for now. Your deadline to rescue her is on **July 9th** so take note of it.

1. Head to the Practice Building in your school. Talk to the chubby student on the 2F hallway.
2. Return to Tofu shop in the Shopping District South. Talk to Rise's grandmother to get another hint.

Those are the only things you can do at the moment so you can spend your time as you wish.

- Hermit, Hanged Man, Temperance and Moon available.

Evening/ Sunny

- Justice, Devil available

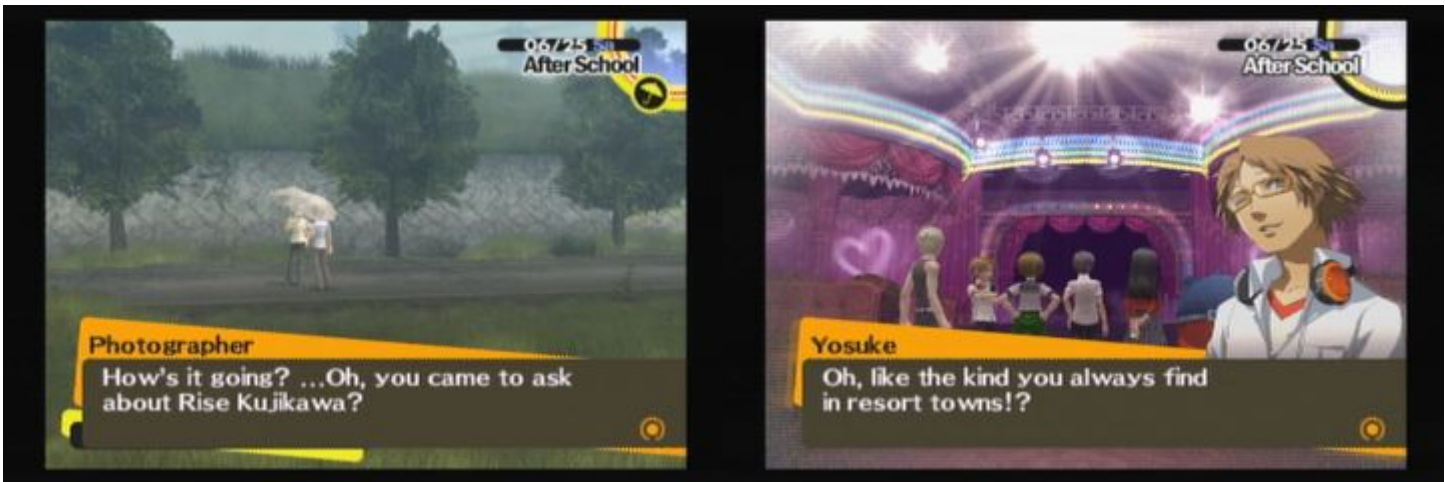
6/25 SAT

Early Morning / Rainy

- Chat with Chie

After School / Rainy

- Hermit available



- Now is the perfect time to continue your investigation and begin exploring the new dungeon. To continue where you left off, go to the Samegawa Flood Plain and talk to the photographer standing along the road. Agree to trade information with him. Choose "**I think she's stressed**". Talk to him again and choose "**She's different on TV**" this time. Now you have all information available, assemble your team and head to the TV World.

Talk to Teddy to unlock the new dungeon. Watch the scenes. Make sure you're prepared, choose your party then head out when ready.

+TV World - Marukyu Striptease+

- Just like before, this dungeon has 11 floors with bosses on the 7th and 11th. The maps on floors 3 and 7 are fixed so I'll just make a map for them as always. Depending on how much floor you can cover in each visit, completing this dungeon may take around 3-4 trips. I suggest revisiting this dungeon during rainy days only since most of the links are not available at that time.

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Creation Relic	Elec					Hard Rock
Death Seeker						Iron Eyeball
Miss Gene	Elec	Fire				Rubbery Object
Rainy Sister 3	Ice			Light, Dark	Phys, Fire, Elec, Wind	3 rd Girl's Talc
Soul Dancer						Passion Clasp,

						*Flower Brooch
Idle Basalt	Ice	Phys, Elec				Idle Stone Iron
Persistent Fuzz			All except Phys			Tanned Hide
Rain Wheel	Elec			Light, Dark	All except E, L and D	Zero Cloth
Sonic Raven	Fire	Wind			Elec	Wrought Lamp
Rainy Brother 3	Wind			Light, Dark	Phys, Fire, Elec, Ice	3 rd Boy's Talc
Enslaved Beast	Fire					Steel Collar
Forgotten Hablerie	Elec			Fire		Sturdy Molar
Venus Eagle	Ice, Dark					Haori Iron
Killing Hand	Wind, Light	Dark				Glossy Clasp
Liberating Idol	Ice		Wind	Fire		Heavy Iron Lamp, *Charmed Veil
Adamant Beetle			Phys			Safety Angle
Blooming Bambino						Quiet Bouquet
Large Basalt	Fire	Phys				Tortoise Shell
Silver Dice		Phys				Silver Lump
Rain Leg Musha	Elec			Light, Dark	Phys, Fire, Ice, Wind	
Arcane Turret						Sheet Metal
Champion Knight		Phys				Steel Reins
Mighty Cyclops	Fire				Ice	Sharp Thorn
Sky Balance	Fire		All except FF			Fashionable Dish.
Treasure Hand**						Chest Key

**Alternative item drop during sidequest*

*** Rare monster*

Upon reaching 7F, the lights will be turned off. However, you can only see a small portion of your surroundings. Follow the map below to know the item locations and the floor layout. Keep your eyes in your radar/map as well to avoid getting ambushed by enemies.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Amorous Snake	Fire			Light, Dark		1575 E, 260Y



It will start the battle by using Stagnant Air then Virus Wave which poisons everybody. Keep everybody's HP up. Don't bother curing their poison since the boss can immediately inflict it again easily. Also, this boss is weak to Fire so you can just spam it with fire attacks then use an all-party healing item during your bonus turn. Don't forget to set everybody to Direct Command.

The lights will be turned on. However, you'll need to backtrack near the entrance to find the stairs leading to 8F. Continue prowling the floor until you reach the 11floor. I suggest heading back to the entrance, heal your SP with the fox and save your game. Enter the room when ready.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Rise				Light, Dark		



This boss' attacks are pretty much fire-oriented so bringing in a Persona that can null, absorb or repel fire will be really great. Though she will just remove it via Fire Break, it will give you a free turn to attack her. After she lost half of her HP, she will use Supreme Insight to analyze everybody's weaknesses. When that happens, order everybody to guard. After three turns, the battle will end automatically.

Watch the following scenes. Rise will gain her persona named **Himiko**. Don't relax yet since you have another battle ahead of you.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Teddie				Light, Dark	Ice	2000E, 3000Y



Make sure everybody's tactics are set to Direct Command. Listen to Rise's intel, it will help you in this battle. Teddy's attacks are mostly physical though he can use ice-based attacks from time to time as well. Make sure you change your persona to the one that nullifies/resists ice and/or physical. He will start the battle by lowering your party's defense then use an all-party attack. He will also attempt to silence your entire party so have some Mouthwash ready for your healers. When Teddy charges up for a special attack, you can still order your party to attack/ heal for that current turn. On the next turn, make sure everybody is guarding against it. If you have Yukiko in your party, don't forget to order her to guard after the boss uses Mind Charge. Also, order everybody to guard once it uses Marakunda to defend against the Heat Wave attack.

Watch the following scenes. Teddy will gain his persona, **Kintoki-Douji**. Since Rise will be replacing him as your party's support, Teddy can now join you in your battles. Watch more scenes.

Evening/ Rainy

- Scene. *(No free time if Rise was rescued already)*

6/26 **SUN**

Daytime/ Cloudy

- Free time

- Home TV Shopping

Combo #1 for 9,800Y - Myth-like Sword, Herbal Pill x2

Combo #2 for 3,980Y - Purifying Salts x2, Segaki Rice x2

P4
Persona 4

- Magician, Hermit, Death available
- Emperor available (if Rise was saved)

Evening/ Cloudy

- Justice available
-

6/27 MON

Morning / Sunny

Quiz answer: Hatred and Jealousy (+Knowledge)

After School / Sunny

- Priestess, Hermit, Hanged Man and Sun available
- Magician, Chariot are also available if Rise was saved already

Evening/ Sunny

- Hierophant available (if Rise was saved)
-

6/28 TUE

After School / Cloudy

- Book "Short on Cash" on sale
- Chariot, Hermit, Strength, Hanged Man and Sun available
- Priestess available (if Rise was saved)

Evening/ Cloudy

- Justice, Tower available
-

6/29 WED

After School / Cloudy

- Priestess, Hermit, Strength and Moon available
- Emperor available (if Rise was saved)

Evening/ Cloudy

- Cooking: "Cut a hole and look for juice". Obtain Juicy Meatballs and Bait x3 (available only if Rise is saved already)
 - Hierophant, Devil available
-

6/30 THU

Lunchtime / Cloudy

You can share your packed lunch if you did the cooking event last night.

Afternoon/ Cloudy

Quiz answer: Pis Pis River. (+Knowledge)

After School / Cloudy

- Quest 19: Acquire Silver Lump available

Head to the Practice Building 1F. Talk to the same guy that requested the Ritz Wire before. Defeat Silver Dice enemies on the 7th and 8th floors of the Marukyu Striptease to obtain this item.

- Priestess, Magician, Emperor, Hermit, Strength, Hanged Man, Moon and Sun available
- Chariot available (if Rise was saved)

Evening/ Cloudy

- Hierophant available (if Rise was saved)
 - Devil, Tower available
-

This month's fishing trade items:

Item	Fish to trade
Blessed Hands	Amber Seema x4
Bath Lid	Huge Fish x1
Chest Key	Red Goldfish x2
Bait x3	Inaba Trout

7/1 FRI

After School / Rainy

- Hermit available

Evening/ Rainy

- Justice, Devil available

7/2 SAT

After School / Cloudy

- Chariot, Hermit, Strength and Temperance available

- New items available for sale in Shiroku Store

Evening/ Cloudy

- Justice and Tower available

7/3 SUN

Daytime / Cloudy

- Home TV Shopping

Combo #1 for 20,800Y - Armada Bustier, Giant Candy x2

Combo #2 for 2,980Y - Peach Seed x30, Soul Drop x10

- Quest # 22: Acquire Hard Boots available

Collect 10 Thick Hides dropped by Dancing Hands on the 5th - 8th floors of the Bathhouse. Sell those to Daidara for the Hard Boots to appear in the store inventory. Purchase one and give him the boots.

- Hermit, Emperor, Death available

- Magician available (if Rise was saved)

Evening/ Cloudy

- Hierophant available (if Rise was saved)

7/4 MON

Morning / Sunny

Quiz answer: Inductive Reasoning (++Expression, increase Magician link)

After School / Cloudy

- Magician, Priestess, Hermit, Hanged Man and Sun available

- Chariot available (if Rise was saved)

Evening/ Cloudy

- Eat Nanako's pudding (++Courage)

- Justice available

7/5 TUE

After School / Cloudy

- Chariot, Hermit, Strength, Hanged Man, Sun available
- Priestess available (if Rise was saved)

Evening/ Cloudy

- Justice, Tower available
-

7/6 WED

After School / Cloudy

- Emperor, Hermit, Strength, Hanged Man and Moon available
- Priestess available (if Rise was saved)

Evening/ Cloudy

- Cooking: "Deep fry them" to create Crispy Daigaku-imo, Bait x3(if Rise was saved)

- Devil available

- Hierophant available (if Rise was saved)
-

7/7 THU

Lunchtime/ Cloudy

You can share your packed lunch if you did the cooking event last night.

Afternoon/ Cloudy

- Quiz answer: Kakinomoto no Hitomaro (+Knowledge)



After School / Cloudy

- Magician, Priestess, Emperor and Chariot available (if Rise was saved)
- Hermit, Strength, Hanged Man, Moon and Sun available

Evening/ Cloudy

- Devil, Tower available
-

7/8 FRI

After School / Rainy

- Hermit available

Evening/ Rainy

- Justice, Devil available
-

[DEADLINE TO RESCUE RISE]

Again as a reminder... if you still haven't made any progress rescuing Rise, then this is the last chance you'll get. It will be instant game over if you fail to rescue her at this point.

7/9 SAT

After School / Rainy

- Hermit available

Evening/ Rainy

- Scenes. Can only sleep

7/10 SUN

Daytime/ Cloudy

- Call from Chie. Watch scenes (no free time)
- Teddie officially joins the team as a front line fighter. (Fool link rank up)



- Watch more scenes. Rise will join the team as a support unit (Fool link rank up).
- Select "Leave it to me" during the conversation with Rise to increase your Courage.



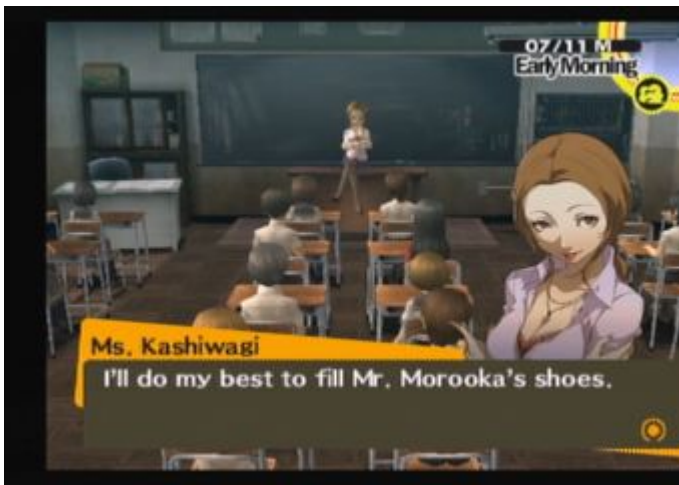
Evening/ Cloudy

- Scene. (+Understanding when calming Nanako down)
- Visit to the Velvet room. Can now fuse 4-6 personas.

7/11 MON

Early Morning / Cloudy

- Chat with Yosuke. Watch the following scenes.



After School / Cloudy

- Watch scenes (no free time)

Evening/ Cloudy

- Justice available

7/12 TUE

Early Morning / Rainy

- Overhear gossip

Morning / Rainy

Lecture (+Knowledge)

After School / Rainy

- Quest #21: [Acquire a Charmed Veil](#) available

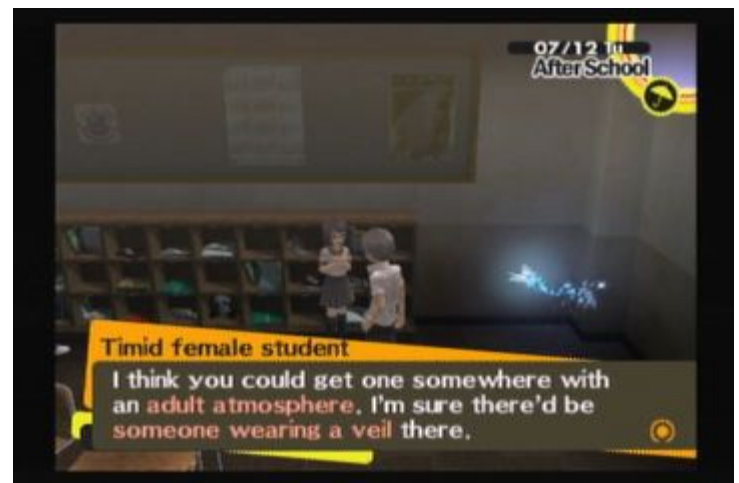
Talk to the girl beside the savepoint in your classroom. (2-2) Defeat Liberating Idols on the 5th - 10th floors of Marukyu Striptease until they drop this item.

- Hermit available

- Spend time studying with Yosuke, Yukiko or Chie (+knowledge, link increases)

Evening/ Rainy

- Cooking: "[Vanilla Extract](#)" to obtain Smooth [Crème Caramel](#), Bait x3



7/13 WED

Lunchtime / Cloudy

You can share your packed lunch if you did the cooking event last night.

Afternoon / Cloudy

- Quiz answer: "[It takes time](#)" (+knowledge)



After School / Cloudy

- [Quest #18: Carbon Copy](#) available*

Head to Samegawa Flood Plain, Riverbed. Talk to the younger twin girl walking around. She'll request for a Flower Brooch dropped by Soul Dancers on the 1st-3rd floors of Marukyu Striptease.

- Study with Kanji to increase link and Knowledge
- Priestess, Hermit available

**This completes all the item-collecting quests available for this period. You may visit the strip club to battle an optional boss as well collect all those quest items in one trip. I suggest visiting the TV world on 7/16 since the following days will lead to exams and events on unlocking a new dungeon.*

Evening / Cloudy

- Hierophant, Devil available

7/14 THU

Morning / Sunny

- Quiz answer: "Civil Dawn" (+Knowledge)

After School / Sunny

- Study with Yukiko (+knowledge, increase link)
- Magician, Emperor, Hermit available

Evening / Sunny

- Cooking: "Potato Starch" to obtain Crispy Fried Chicken, Bait x3
- Justice, Devil, Tower available

7/15 FRI

Lunchtime / Sunny

You can share your packed lunch if you did the cooking event last night.

Afternoon / Sunny

Quiz answer: "No, it's not possible" (+knowledge)

After School / Sunny

- "Man of History" book available for sale
- Study with Rise (+knowledge)
- Chariot, Hermit, Temperance available

Evening / Sunny

- Strength available (via phone call)*; event will take place on Sunday. Go to your room to trigger the phone call.
- Hierophant and Devil available

**You'll miss the home tv shopping this coming Sunday. Obtain "Get Fun with Numbers" book. Priestess, Chariot and Strength links will increase as well.*

7/16 SAT

Early Morning / Rainy

- Chat with Chie

Morning / Rainy

Quiz answer: "Insect Repellent" (+knowledge)

After School / Rainy

- Study with Chie, Yosuke or Kanji (+knowledge, increase S.link)
- Study with Rise (+knowledge)
- Hermit available
- Suggested date to visit Marukyu Striptease to battle optional boss and collect items.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Momentary Child	Ice			Light, Dark		2050E, 1000Y, +Courage

This boss is rather easy; simply use Ice attacks and All-Out attacks as often as possible. Chie and Teddie are your best choices here. Aside from Rampage, this boss doesn't have any other attacks that you should worry about.

After the battle, examine the floor behind the stage to obtain [Bear Claw](#), a powerful weapon for Teddie.

Evening / Cloudy

- Justice, Tower* available

**Available only if didn't explored the TV World earlier*

7/17 SUN

Daytime/ Cloudy

- Home TV Shopping

Combo #1 for 20,800Y -Purple Suit, Giant Candy x2

Combo #2 for 8,800Y - Diamond Shield x2, Heavy Soup x6

- Spend time with Strength link, if call was accepted on 7/15 evening.

- Answer "I'm allergic to math" to obtain **Fun with Numbers** book.

- Priestess, Chariot and Strength social links increases

- Otherwise, **Magician, Priestess, Emperor. Hermit and Death** are available.

Evening / Cloudy

- **Justice** available

7/18 MON [OCEAN DAY]

Daytime/ Sunny

- **Magician, Priestess, Chariot, Hermit, Death and Temperance** available

Evening / Sunny

- Can eat leftovers from the fridge to increase courage

- **Hierophant** available

7/19 TUE **FIRST TERM FINALS START**

Morning/ Cloudy

Exam Q1: To Hang

Exam Q2: From the play, Hamlet

7/20 WED

Morning/ Cloudy

Exam Q3: Man-yoshu

Exam Q4: Socrates

7/21 THU

Morning/ Rainy

Exam Q5: Insect Repellent

Exam Q6: Jealousy of the superior

7/22 FRI

Morning/ Cloudy

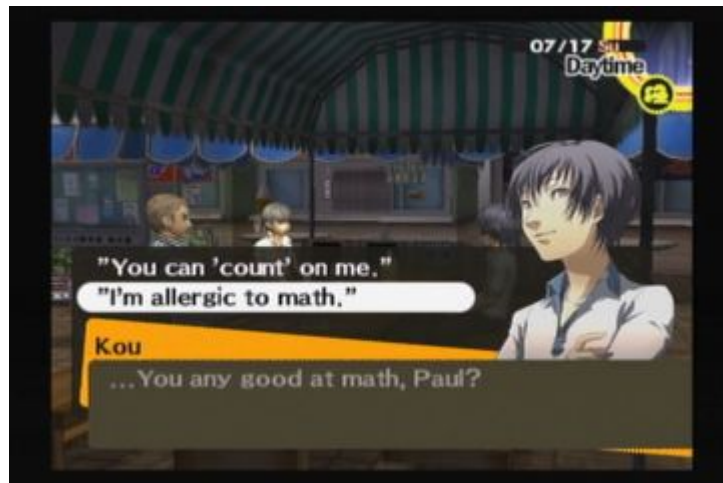
Exam Q7: Melons

Exam Q8: Nautical dawn is brightest

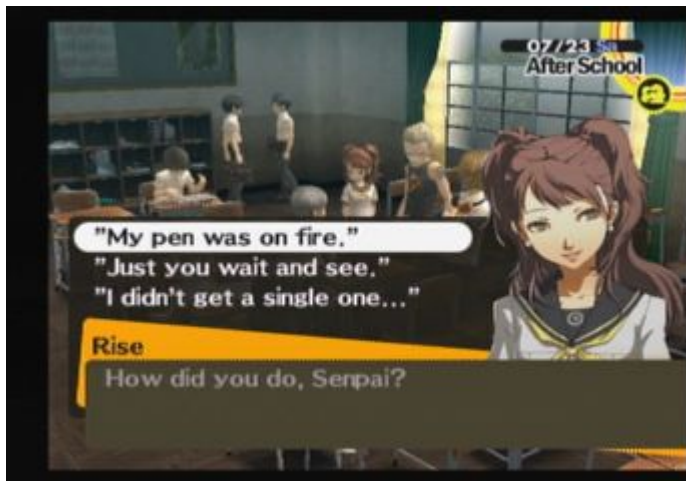
7/23 SAT

Morning/ Cloudy

Exam: Answer(s) will depend on your Knowledge level



After School/ Cloudy



Conversation answers:

- "My pen was on fire" (+Courage)
- "I didn't get a single one" (+Courage)
- "Just wait and see" (+Expression)

What is HCHO? : **Formaldehyde** (no bonus)

- Watch scenes (no free time)

- **Lovers link established automatically**

Evening / Cloudy

- Choose "**I'll protect you**" to increase Justice link
- No free time



7/24 **SUN**

Daytime / Cloudy

- Home TV Shopping

Combo #1 for 11,800Y - Kitchen Knife, Giant Candy x2

Combo #2 for 7,800Y - Second Maid x24, Dr. Salt NEO x24

- **Magician, Emperor, Lovers, Hermit and Death available**

Evening / Cloudy

- **Justice available**

7/25 MON

Early Morning/ Rainy

- Chat with Yukiko

Lunchtime/ Cloudy

- Exam results will be posted

Highest score

5. Classmate s.links will be boosted greatly
6. Ms.Sofue will reward you with 3 Magic Mirrors
7. Ryotaro will give you 40000Y.
8. Nanako will give you Paper Armband

Within Top 10

4. Moderate boost to classmate s.links
5. Ms.Sofue will reward you with 3 Magic Mirrors
6. Ryotaro will give you 20000Y.

Out of the top 10

3. Small boost to classmate s.links
4. Ryotaro will give you 10000Y.

After School/ Cloudy

- Magician, Priestess, Chariot, Hermit, Strength, Temperance and Sun available

Evening / Cloudy

- Justice available

7/26 TUE

Early Morning/ Rainy

- Overhear gossip

After School/ Rainy

- Hermit, Sun available

Evening / Rainy

- No free time (Watch TV in room)

- Automatic rank up for Star link



7/27 WED [START OF SUMMER VACATION]

Daytime / Cloudy

- Scenes (Fool automatic rank up)

- You'll need more info about the target before proceeding. **Deadline for capturing the culprit is on 8/12.** Gathering the necessary info will last until Friday, provided that you ask around first before spending time with friends or doing any time-consuming activity.



1. Head to Shopping District North. Talk to Yosuke, near the shrine.
2. Go to the Samegawa Flood Plain and talk to Kanji who is standing by the riverbed.
3. Go back to the Shopping District South, and talk to Ryotaro in front of the gas station.

That's all you can do for now so you can spend the rest of the day as you see fit.

- Hermit available

Evening / Cloudy
- Justice, Devil available

7/28 THU
Daytime / Cloudy



1. Go to Junes and talk to Adachi. Choose "I'll tell Dojima" to squeeze some information from him.
2. Go to the Shopping District North, then check Souzai Daigaku beside the billboard.

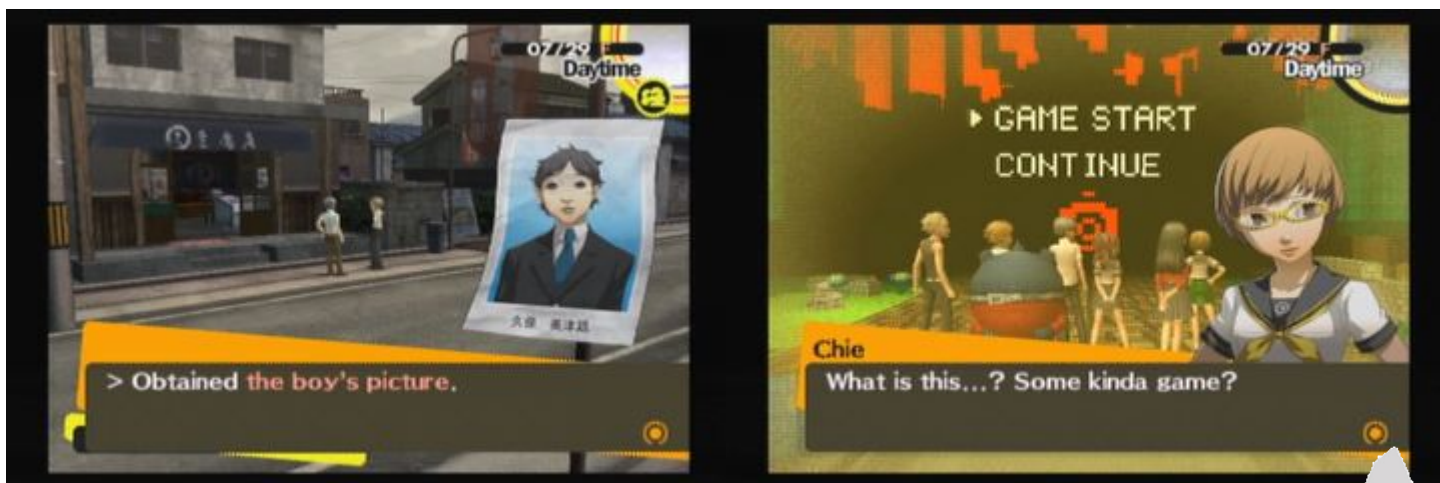
That's all you can do for now so you can spend the rest of the day as you see fit.

- Hermit available

Evening / Cloudy
- Tower, Devil available

7/28 FRI
Daytime / Cloudy

Go the Shopping District South and talk to the kid in front of the tofu shop. Obtain the boy's picture. Upon obtaining all the necessary info, make preparations for some dungeon crawling and go to Junes to assemble everybody. Go to the TV world to unlock the new dungeon. Choose your party and head inside.



+TV World - Void Quest +

This dungeon contains 10 floors only. Just like the others, the 3rd and 7th floors are fixed, and the bosses are located on the 7th and 10th floors.

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Corrupt Tower	Fire	Elec				Platinum Crown
Dependent Basalt	Light, Dark	Phys				Dependent Iron
Mad Cyclops	Fire					Steel Thorn
Rainy Castle	Ice				Phys, Fire, Elec, Wind	Curious Boulder
Justice Sword	Elec					Nice Ornament
Lustful Snake	Ice					Jet Black Scale
Amenti Raven	Ice, Wind					Devilish Feather, *Eternal Lamp
Blind Cupid	Wind	Elec				Chirping Wings, *Leaf Pochette
Fate Seeker	Wind			Phys		Gazing Clasp
Rainy Sister 2	Elec		Phys, Fire, Ice, Wind			2 nd Girl's Talc
Spurious Book						Paleograph
Almighty Hand	Wind	Phys				Alloy Signature
Anguish Basalt	Wind	Phys				Anguish Stone
Blue Sigil	Elec					Electric Rock
Rain End Musha			All elements			Rain Steel
Rain Pot	Fire	Phys, Ice, Elec, Wind				Rare Poncho
Strength Beetle	Dark		All elements, light			Golden Horn
Whimsical Papillon	Ice					Shiny Scale
Avarice Bambino	Fire					Alluring Lily
Rainy Brother 2	Ice		Phys, Fire, Elec, Wind			2 nd Boy's Talc
Ardent Dancer	Fire					Blade Metal
Leading Idol	Elec	Phys				Trial Obsidian
Monomaniac Fuzz	Elec					Compacted Metal
Platinum Dice	Ice					Light String
Beastly Gigas						Proof of Fight
Protective Remy						Guard Cloth
Scarlet Turret		Phys				Super Alloy
Steel Machine		Phys, All elements				Tungsten, *Culurium
Supreme Hand**		Phys		All elements, Light, Dark		Chest Key

*Alternative item drop during sidequest

** Rare monster

The third floor is separated by sections that you can access only by warping. Refer to the map below to navigate the area. The seventh floor has some annoying, invisible walls that keep on rotating whenever you bump into one. Your direction will be changed so just keep on going to the direction you want and you'll eventually get through.

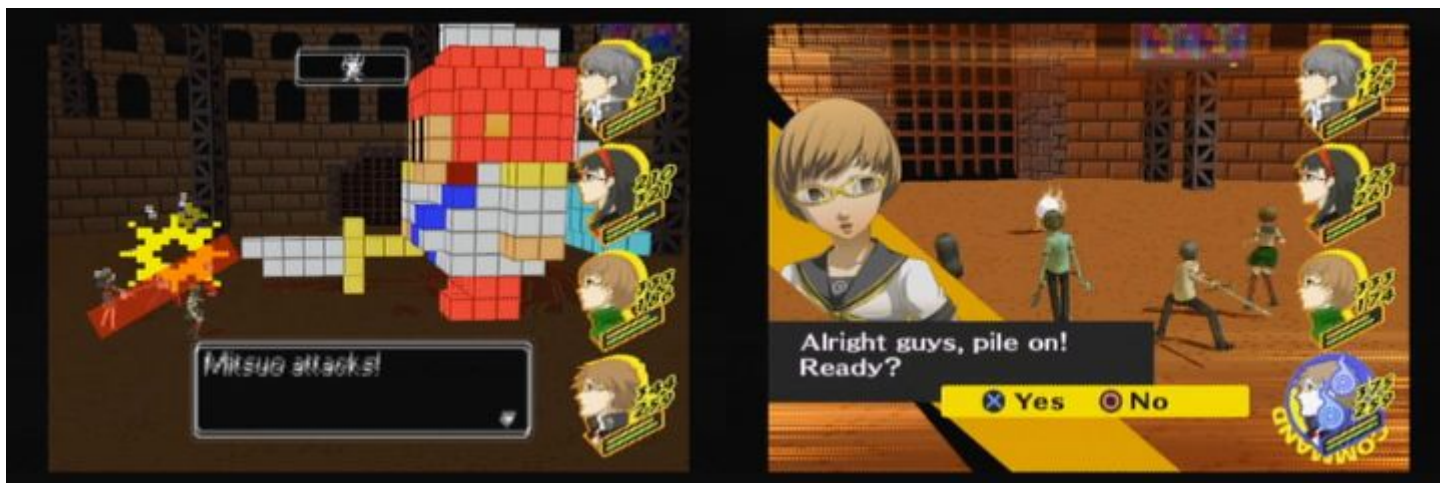


Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Killing Hand				Light, Dark		2000XP, 960Y

This boss occasionally summons and Almighty Hand. Hit Almighty hand with Wind attacks to get a free hit. If you have Chie and her social link with you is high enough, she can do a follow up attack (Galactic Punt) which can immediately end the battle if it hits the Killing Hand.

Grab the **Orb of Darkness** from the chest in this room. This is necessary to fight the boss on the 10th floor.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Mitsuo				Light, Dark		2495XP, 3000Y



At the start of the battle, the boss will create an outer shell in the form of a game sprite (Mitsuo the Hero). You'll need to destroy the outer shell first in order to damage the boss. Make sure to set everybody to DIRECT COMMAND so you can control their actions. One problem that you'll have in this battle is that the boss attacks twice per turn so make it your utmost priority to keep everybody's HP up. MTH's (Mitsuo the Hero's) bomb attack will weaken your characters so make sure to have some royal jelly ready. Just keep on attacking until you break the shell. This will expose Shadow Mitsuo.

Shadow Mitsuo can use a variety of elemental attacks. Fortunately, there is a way to tell what element he is going to use. Take note of the wall he is using. If he puts up a Blue Wall for example, then that means that he'll use Lightning attacks. Quickly change to a persona that can nullify or absorb the attack and put your characters that are weak to that element on guard. SM (Shadow Mitsuo) will use Megidola as a follow up attack whenever it knocks down a character or exploits your character's weakness. After being exposed for a while, it will start reforming its MTH sprite. Destroying the unfinished sprite will knock SM down, giving you a chance for an all-out attack.



While forming the sprite, SM will use Stagnant Air to increase your party's ailment susceptibility. It will attempt to inflict fear to your characters so have some Sedative or Yukiko's Me Patra skill ready. Another thing you should aware of is that SM has a skill that can instantly kill any character inflicted with fear so aside from healing, keep your party cleared of this annoying status ailment.

The pattern just repeats so do the necessary adjustments and healing. As much as possible, try to have 1 or 2 of your characters land a hit on it every turn while the others take care of the healing. The longer you prolong the battle, the harder it will get.

There will be no free time if after completing the dungeon because of the following events.



Evening / Cloudy
- Otherwise: Justice, Devil available

7/30 SAT
Daytime / Sunny
- Chariot, Lovers available (if Mitsuo is captured already)
- Magician, Emperor, Hermit and Temperance available

Evening / Sunny
- Justice, Tower available

7/31 SUN
Daytime / Sunny
- Home TV Shopping
Combo #1 for 7,980Y - Maneki Neko, Giant Candy x2
Combo #2 for 6,980Y - Smart Bomb x2, Super Sonic x2
- Magician, Emperor available (if Mitsuo is captured already)
- Lovers, Hermit and Death available

Evening / Sunny
- Free time

This month's fishing trade items:

Item	Fish to trade
Cute Assassin	Red Goldfish x6
Red Battlesuit	Huge Fish x2
Chest Key	Genji Ayu x2
Bait x3	Inaba Trout

8/1 **MON**

Daytime / Cloudy

- Magician, Priestess available (if Mitsuo is captured already)
- Chariot, Hermit and Temperance available

Evening / Cloudy

- Justice available
-

8/2 **TUE**

Daytime / Sunny

- Priestess, Chariot and Hermit available

Evening / Cloudy

- Tower available
-

8/3 **WED**

Daytime / Sunny

- Phone invitation from Moon (if Mitsuo is captured already, Link must not be broken or reversed)
- Moon link increases if phone call is accepted



- Otherwise: Priestess (if Mitsuo is captured already), Emperor and Hermit available

Evening / Sunny

- Justice, Devil available
-

8/4 **THU**

Daytime / Sunny

- "Changing Careers" book available
- Emperor, Chariot available (if Mitsuo is captured already)
- Magician, Priestess and Hermit available

Evening / Sunny

- Devil, Tower available
-

8/5 **FRI**

Daytime / Sunny

- Phone invitation from Hanged Man (if Mitsuo is captured already)

- *Hanged Man link increases; if you are a member of the Music Club, Sun will increase as well. Otherwise, Emperor will increase instead.*

- If call is not accepted: Lovers, Chariot (if Mitsuo is captured already), Temperance and Hermit available

Evening / Sunny

- Justice, Devil available

8/6 **SAT**

Daytime / Rainy

- Hermit available

Evening / Rainy

- Justice, Tower available

8/7 **SUN**

Daytime / Sunny

- Home TV Shopping

Combo #1 for 20,800Y - Paladin Armor, Longevity Pill x2

Combo #2 for 12,800Y - Kitchen Knife, Myth-like Sword

- Magician, Emperor, Death and Hermit available

- Lovers available (if Mitsuo is captured already)

Evening / Sunny

- Free time

8/8 **MON**

Daytime / Sunny

- Phone invitation from Moon (if Mitsuo is captured already, Link must not be broken or reversed)

- *Moon and Magician links increase if phone call is accepted*

Otherwise: Priestess, Chariot (if Mitsuo is captured already), Temperance or Hermit available

Evening / Sunny

- Justice available

8/9 **TUE**

Daytime / Sunny

- Quest # 27: Acquire some Fashionable Dishes available

Bring him at least 3 Fashionable Dishes dropped by Sky Balances on the 9th and 10th floors of Marukyu Strip Tease.

- Lovers, Chariot and Hermit available

- Priestess available (if Mitsuo is captured already)

Evening / Sunny

- Justice, Tower available

8/10 **WED**

Daytime / Sunny

- Phone call from Daisuke or Kou. If call is accepted, Justice and Strength links will increase. Will also get "The O-Cha Way" book.



Otherwise: Priestess, Emperor (if Mitsuo is captured already), and Hermit available

Evening / Sunny

- Devil available

8/11 **THU**

Daytime / Rainy

- Hermit available

Evening / Rainy

- Justice, Tower and Devil available

[DEADLINE TO CAPTURE MITSUO]

Again as a reminder... if you still haven't made any progress capturing Mitsuo, then this is the last chance you'll get. It will be instant game over if you fail to capture him at this point.

8/12 **FRI**

Daytime / Rainy

- Hermit available

Evening / Rainy

- No free time; save then watch the Midnight Channel

8/13 **SAT**

Daytime / Cloudy

- Magician, Emperor, Lovers, Chariot and Hermit available

Evening / Cloudy

- Scene, no free time.

8/14 **SUN**

Daytime / Cloudy

- Home TV Shopping

Combo #1 for 14,400Y - Wooden Bat, Longevity Pill x2

Combo #2 for 8,800Y - Sagaki Rice x6, Purifying Salts x4

- Emperor, Lovers, Hermit and Death available

Evening / Cloudy

- Hierophant available

8/15 **MON**

Daytime / Cloudy

- Will get a call from Yosuke, requesting your help in Junes. You'll have no choice since the game will force you to work until Friday. You'll earn 40,000Y for the whole week's work, and your link with Chariot and Magician will significantly increase.



8/20 **SAT**

Evening / Sunny

- Summer festival. When Nanako mentions that it is "hard to walk", select "**You look cute in it**" to increase Justice Link. Then you'll have the option to pick the girl that looks better. Your link with the girl that you choose will increase.



8/21 **SUN**

Daytime / Sunny

- You'll have the option to attend the Summer Festival at the shrine for this day or not. If you decided to stay, then the game will skip to the next day automatically. If you decided to go, Yumi, Ayane or Ai will ask to go along with you. They have different requirements in order to get the invitation from them:

Ai: Should be Rank 3 higher; link must not be broken or reversed

Ayane: Should be Rank 3 higher

Yumi: Should be at Rank 1, 2, or 10



Evening / Sunny

You'll have the chance to wish at the shrine. Each choice has a corresponding bonus for you. Choosing "Good Grades" will increase your knowledge while choosing "Money" will earn you 10,000Y. You have the option to increase the link with your date as well. During the following events, you'll also get "**The Divine Way**" book.

8/22 **MON**

Daytime / Sunny

- [Quest #24: Acquire an Eternal Lamp available](#)

Talk to the guy near the entrance of the Samegawa Flood Plain area. Defeat Amenti Ravens on the 3rd and 4th floors of Void Quest to complete the request.



- [Quest #28: Carbon Copy 2 available](#)

Talk to the same girl in the riverbed of Samegawa Flood Plain. Defeat Blind Cupids on the 3rd and 4th floors of Void quest to obtain Leaf Pochette and complete the request.

- Magician, Priestess, Chariot, Hermit and Temperance available

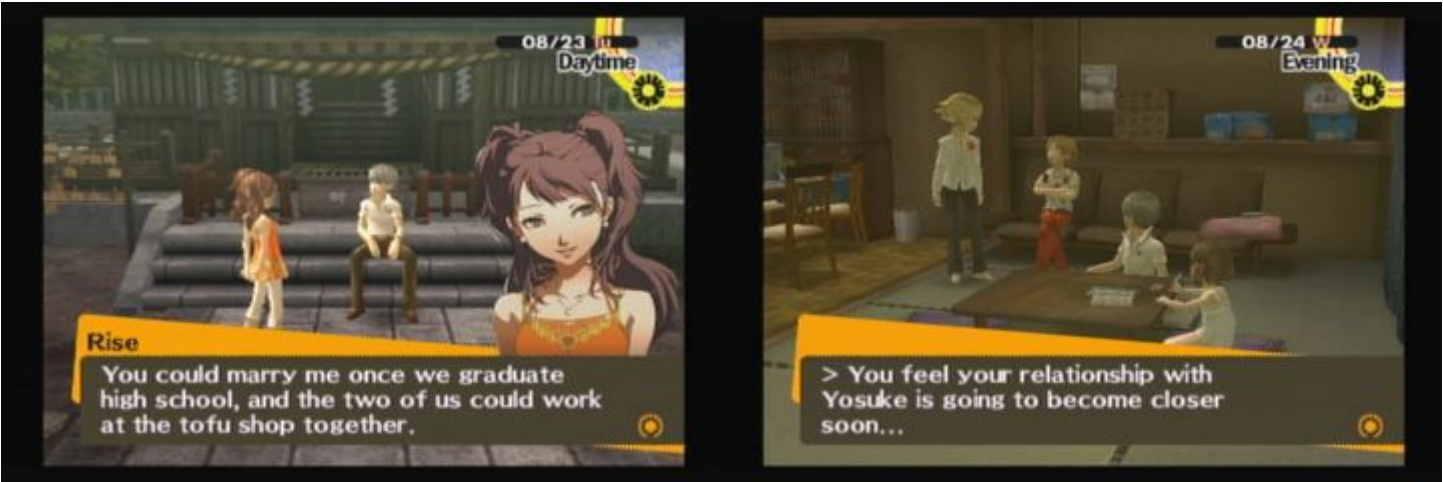
Evening / Sunny

- Hierophant available

8/23 TUE

Daytime / Sunny

- Priestess, Lovers, Chariot and Hermit available



Evening / Sunny

- Spend time with Nanako. Help her with her homework to increase Justice link

8/24 WED

Daytime / Sunny

- Book "Man-God" on sale

- Priestess, Emperor and Hermit available

Evening / Sunny

- Scene. Justice and Magician links will increase

8/25 THU

Daytime / Rainy

- Recommended time to visit dungeon to complete item-collecting quests and to fight optional boss.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Escapist Soldier				Light, Dark		2625XP, 1000Y, +Courage



This boss will attempt to enrage everybody, making them uncontrollable. This could pose a problem especially if you need to use an item for recovery and healing. If you have a Cool Beads accessory, make sure you equip it to your protagonist. For this battle, make sure to use debuffing skills like Rakunda to lower the boss' defense, then pump your characters' physical attacks. Use multi-hit attacks to deal more damage.

Examine the skeletons at the back area to get the [Gaia Sword](#).

- Otherwise: [Priestess](#), [Emperor](#) and [Hermit](#) available

Evening / Rainy

- Scene. [Justice](#), [Priestess](#) and [Chariot](#) links will increase

8/26 **FRI**

Daytime / Sunny

- [Call invitation from Chie](#)

= Otherwise: [Magician](#), [Lovers](#), [Chariot](#), [Hermit](#) and [Temperance](#) available

Evening / Sunny

- Select "[No](#)" during the conversation to increase Justice link.

8/27 **SAT**

Daytime / Rainy

- [Hermit](#) available

Evening / Rainy

- Scene. [Emperor](#), [Lovers](#) and [Justice](#) links will increase

8/28 **SUN**

Daytime / Cloudy

- Home TV Shopping

Combo #1 for 20,800Y - Thief Knife, Longevity Pill x2

Combo #2 for 12,800Y - Hell Magatama x2, Arc Magatama x2

- [Call invitation from Rise](#)

- Otherwise: [Magician](#), [Lovers](#), [Emperor](#), [Chariot](#), [Hanged Man](#) and [Hermit](#) available

Evening / Cloudy

- Select "[Male](#)" to increase Justice link

8/29 **MON**

Daytime / Rainy

- The game will force you to study. (+++Knowledge)

Evening / Cloudy

- Select "[It stopped raining by then](#)" to increase Justice link





8/30 **TUE**

Daytime / Sunny

- Magician, Priestess, Emperor, Chariot and Hermit available

Evening / Cloudy

- Eat snack from fridge (++) Courage)

- Justice, Tower available

8/31 **WED**

Daytime / Sunny

- Scenes (no free time); shifts to next day automatically



This month's fishing trade items:

Item	Fish to trade
Steel Slippers	Amber Seema x8
Haikara Shirt	Guardian x1
Chest Key	Red Goldfish x2
Bait x3	Genji Ayu x2

9/1 THU [START OF SECOND TERM]

Early Morning / Sunny

- Chat with Yukiko, Chie, Yosuke and Naoto

Afternoon / Sunny

Quiz answer: 1900 (+Knowledge)

After School / Sunny

- Scenes; no free time



Evening/ Sunny

- Justice, Devil and Tower available

9/2 FRI

Early Morning / Cloudy

- Overhear gossip

After School / Rainy

- Hermit available

- Quest #47: Riddle Senpai Returns! available

Head to the 3F Hallway of the Classroom building and talk to the Funky student. Answer his questions correctly to complete the quest. (Group A, Human Motion, Group B, They're indefinite articles)

Evening/ Cloudy

- Hierophant, Devil available

9/3 SAT

After School / Sunny

- Magician, Emperor, Lovers, Chariot, Hermit, Strength and Temperance available

Evening/ Sunny

- Talk to Ryotaro to spend the evening shopping with them. Get some random items.

- Tower available



9/4 SUN

Daytime / Sunny

- Home TV Shopping

Combo #1 for 21,800Y - Charm Drape, Heavy Soup x2

Combo #2 for 6,800Y - Chest Key x2, Prize Sticker x5

- Phone invitation from Yukiko

- Otherwise: Magician, Emperor, Lovers, Chariot, Death and Hermit available



Evening/ Sunny

- Cooking: "Add soy sauce and mirin" to obtain Appetizing Kinpira, Bait x3

Otherwise: Hierophant available

9/5 MON

Early Morning / Sunny

- Overhear gossip

Morning / Sunny

Quiz answer: "Sardine" (+knowledge)

Lunchtime / Sunny

- Share lunch with friends if you did the cooking event last night

After School / Sunny

- Quest #29: Experiments in Telepathy available

Go to the Shopping District South, and talk to the older twin girl walking around. Go to the Samegawa Flood Plain, Riverbank and ask her sister "Name a black, sweet bar". Return to the Shopping District and talk again to the older twin to complete the request.



- Magician, Priestess, Chariot, Hermit and Temperance available

Evening/ Sunny

- Hierophant available

P4
Persona 4

9/6 TUE

After School / Rainy

- Hermit, Sun available

Evening/ Cloudy

- Hierophant, Tower available

9/7 WED

Early Morning / Sunny

- Chat with Yosuke, Kanji and Naoto

After School / Sunny

- Priestess, Emperor, Hermit, Strength, Hanged Man, Moon and Sun available

Evening/ Sunny

- No free time in preparation for the field trip

9/8 THU

Afternoon/ Sunny

- First day of class trip. (*Brings back your "other" memories, eh?*)



Evening/ Sunny

- more scenes

9/9 FRI

Evening/ Sunny

- Scenes



King's Game

One chopstick will make one contestant a King while the others have numbers on it. The king will decide what task he/she wants to the chosen contestant will do then he/she will announce the chosen number. When you get your chance, your link will increase to the person you've chosen.

- #1 rests on my lap - Lovers
- #2 sits on my lap - Chariot
- #3 hugs me - Priestess
- #4 gets a piggyback ride - Magician

9/10 SAT

Afternoon/ Sunny

- More scenes
- Buy Iwatodai Lamp as a souvenir for Nanako (++Justice link)



Evening/ Sunny

- Select "It was okay" or "Come with me next time" to increase Justice link
- game shifts automatically to next day.

9/11 SUN

Daytime/ Sunny

- Home TV Shopping
- Combo #1 for 27,800Y - Fuuma Bundou, Heavy Soup x2
- Combo #2 for 6,980Y - Inaba Trout x4, Dry Ice x2
- Magician, Priestess, Emperor, Lovers, Hermit and Death available.

Evening/ Sunny

- Cooking: Select Thinned Eggs to obtain Golden Chaki-Sushi and x3 Bait
- Hierophant available

9/12 MON

Lunchtime/ Cloudy

- Share lunch with friends if you did the cooking event last night

Afternoon/ Cloudy

- Lecture (+Knowledge)

After School/ Cloudy

- Magician, Priestess, Chariot, Hermit, Strength, Temperance and Sun available

Evening/ Cloudy

- Scene (no free time)

9/13 TUE

Early Morning/ Sunny

- Chat with the team and Naoto

After School/ Sunny

- Priestess, Chariot, Hermit, Strength, Hanged Man and Sun available

Evening/ Sunny

- Hierophant and Tower available

9/14 WED

Early Morning/ Rainy

- Gossip

After School / Rainy

- Hermit available

Evening / Rainy

- Can only watch TV in the room

9/15 THU

After School / Rainy

- Scene (no free time)



Evening / Rainy

- Can only watch TV in the room

9/16 FRI

Early Morning/ Rainy

- Gossip

After School / Sunny

- Scenes; rescue Naoto



- Watch the scenes. Like before, you'll need to search for clues in order to find Naoto's exact location. The information gathering should last for at least 2 days. After gathering enough info for today, you can spend the time block as desired.



1. Go to the 1st floor of Practice Building in your school and talk to the female student near the middle exit
2. Head to the shopping district (north) next. Talk to the police officer in front of the liquor store.
3. Go to Samegawa Flood Plain, riverbed next. Talk to the Chie.
4. Return to the Shopping District and talk to the police officer again.

- Hermit, Hanged Man, Temperance available

Evening/ Sunny

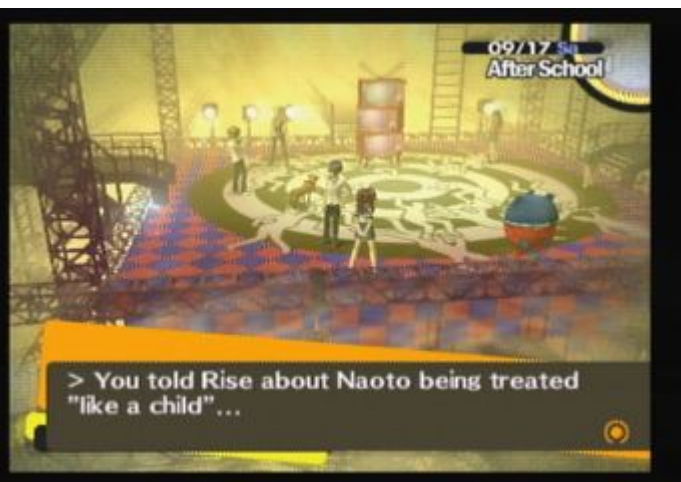
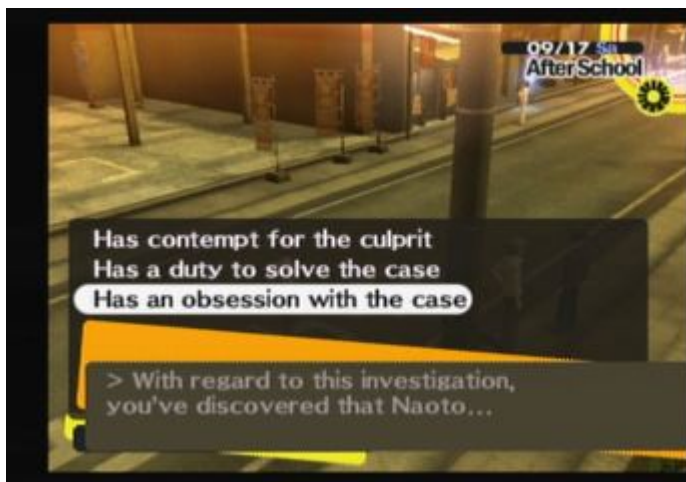
- Justice, Devil available

9/17 SAT

Morning/ Sunny

Quiz answer: To make profit from spices (+Knowledge)

P4
Persona 4



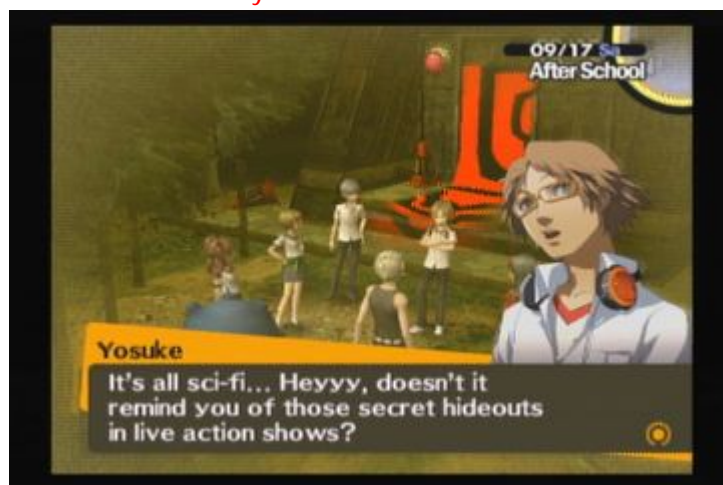
- Info gathering for Naoto:

1. Go to central shopping district (south) and talk to the police officer standing in front of the gas station.
2. When the choices are up, select "**Has an obsession with the case**" and "**They consider him a child**"

After selecting those choices, you should hear a chime confirming that enough info is gathered. You may report to Rise by going to the TV world to start the rescue operation.

+ TV World - Secret Laboratory +

You'll have up to **October 5** to save Naoto. This dungeon has 9 floors. 4F and 6F are fixed and the bosses are located on 4F and 9F. Before you can fight the boss in 4F, you'll need to find the **Research Card** located on 6F. After getting that, you'll need to backtrack to 4F, defeat the boss to obtain the **Leader Card**. The leader card is needed to unlock the door in 6F in order to access 7F.



Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Constancy Relic	Fire		Phys, Wind			Stone Hide, *Crystal Ball
Flattering Hablerie	Ice	Light, Dark	Fire			Sharp Premolar
Insolent Basalt	Elec	Phys				Insolence Steel
Inviting Nyogo	Fire		Ice	Elec		Azalea Cord
Royal Dancer						Yellow Cord
Source Basalt	Light	Phys				
Rainy Brother 1	Elec			Light, Dark	F/I/W/Phys	1 st Boy's Talc
Rainy Sister 1	Fire			Light, Dark	I/W/E/Phys	1 st Girl's Talc
Dismayed Panzer	Elec	Phys	Wind			Iron Barrel
Dogmatic Tower			Fire, Elec			Dogma Clasp
Flowing Sand			All elements			Illusionary Sand
Furious Gigas			Fire, Elec			Proof of Passion
Rainbow Twins	Ice		Light		Elec	Cascade String
Red Sigil	Ice	Phys, Elec, Wind		Light	Fire	Silver Signature
Shallow Okina	Elec		Light	Dark		Windcutter Cloth
Chaos Fuzz			Everything except Phys			Platinum Lump
Fail Gene	Ice, Wind	Phys				Stretchy Object
Immoral Snake	Light, Dark			Wind		Venomous Fang
Mach Wheel	Elec			Phys		Bushy Fur, *Hi-Speed Gear
Mighty Beast	Ice, Light		Phys, Dark			Demon Collar
Raindrop Musha	Fire			Light, Dark	Elec, Wind, Ice	Rain Metal
Wild Drive	Elec		Ice	Phys		Iron Gear
World Balance	Light, Dark	Everything				Shining Disk
Dominating Machine				Light, Dark		Damascus
Elegant Mother	Dark	Ice		Wind		Fur Clasp, *Branch Headband
Fierce Cyclops				Ice	Fire	Hard Thorn
Hell Knight				Light		Black Reins
Jotun of Power	Elec		Phys		Ice	Riveted Hide
Opulent Hand				Light, Dark		Chest Key
Mind Dice	Light, Dark	Everything				Mental Thread
Order Giant	Ice	Phys	Elec			Fixed Lump
Power Castle	Wind		Phys	Elec	Fire	Power Rock, *Fine Coal
Truth Pesce	Fire, Light				Ice	Guard Stationery
Wicked Turret		Phys				Black Sheet, *Training shell



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Dominating Machine				Light, Dark		3038XP, 370Y

Like the other “robot” enemies you may have faced before, this boss is no different. It has an insane defense rating so buffs will play a great role in this battle. Try to bring a physical-oriented persona, one with counter, counterstrike or better yet, high-counter. Having a persona that can buff your party as well as lowering the boss’ stats will also help a lot. Make sure to heal as often as needed since this boss will most likely use all-party attacks. Skills like Masukukaja (Increase party’s hit/evasion) and Masakunda (Decrease all enemies hit/evasion) will turn the battle to your advantage.

Before battling the boss of this dungeon, I suggest equipping accessories that will cover your character’s elemental weaknesses.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Shadow Naoto				Light, Dark		3742XP, 3000Y

This is a long, dangerous battle so bring in the strongest personas you can find. I suggest leveling up everybody to LV55+ just to be safe. You’ll need to keep everybody’s HP up constantly so have Yukiko concentrate on healing and support. Have some all-party recovery items ready such as Macca Leaf and Med Kit. Another thing to note is that Shadow Naoto can use -Dyne elemental attacks, which can really hurt your characters. As usual, buffs are essential to this battle so cast any all-party buffs you can use. Shadow Naoto’s attacks can deal damage and inflict various status ailments as well. To make things worse, this boss can erase your party’s elemental resistances, making you vulnerable to any elemental attack. Galgalim Eyes is an attack that reduces the target’s HP to 1 and inflicts enervation as well (all stats are halved). Also, whenever Shadow Naoto knocks a character down, he’ll always use Heat Riser (all stats up) as his follow up move. Make sure to nullify it with Dekaja or Purifying Water. Just make it a point that one or two of your attacks land on him every turn and you’ll eventually win.

Naoto will earn her persona Sukuna-Hirona during the events. Watch more scenes.



Evening/ Sunny

- No free time if Naoto was saved today; more scenes

- Otherwise: Tower is available

9/18 SUN

Daytime/ Sunny

- Home TV Shopping

Combo #1 for 21,800Y - Reprisal Chain, Heavy Soup x2

Combo #2 for 14,800Y - Soma, Purifying Water x2

- Magician, Lovers, Hermit, Death available

- Emperor available (If Naoto has been rescued)

Evening/ Sunny

- Hierophant available (If Naoto has been rescued)

9/19 MON [RESPECT FOR THE AGED DAY]

Daytime/ Sunny

- Priestess, Chariot, Hermit, Death and Temperance available

Evening/ Sunny

- Justice available

9/20 TUE

Afternoon / Sunny

Quiz answer: Centenarians (+knowledge)

After School/ Sunny

- "Sensei's Friends" book on sale



- Quest # 31 Extracurricular Activities Part 2 available

Talk to Ms. Sofue in the same exact spot where she usually hangs out (2F Classroom Building, end of hallway by the stairs) Defeat Steel Machines on 9F Void Quest to obtain Culurium. Deliver it to her to complete the request.

- Chariot, Hermit, Strength, Hanged Man and Sun available

- Priestess available (If Naoto has been rescued)

Evening/ Sunny

- Justice, Tower available

9/21 WED

After School/ Cloudy

- Priestess, Emperor, Hermit, Strength, Hanged Man, Moon and Sun available

Evening/ Cloudy

Cooking: Select "Lots of milk" to make Rich Vichyssoise and Bait x3

9/22 THU

Lunchtime/ Cloudy

- Share lunch with friends if you did the cooking event last night

After School/ Cloudy

- Magician, Hermit, Strength, Hanged Man, Moon and Sun available

- Priestess, Emperor and Chariot available (If Naoto has been rescued)

Evening/ Cloudy

- Devil, Tower available

9/23 FRI [AUTUMNAL EQUINOX]

Daytime/ Cloudy

- Lovers, Hermit, Death and Temperance available

- Priestess available (If Naoto has been rescued)

Evening/ Cloudy

- Justice, Devil available

9/24 SAT

Morning / Sunny

Lecture (+knowledge)

After School/ Cloudy

- Emperor, Hermit, Strength and Temperance available

- Magician, Lovers and Chariot available (If Naoto has been rescued)

Evening/ Cloudy

- Justice, Tower available

9/25 SUN

Daytime / Cloudy

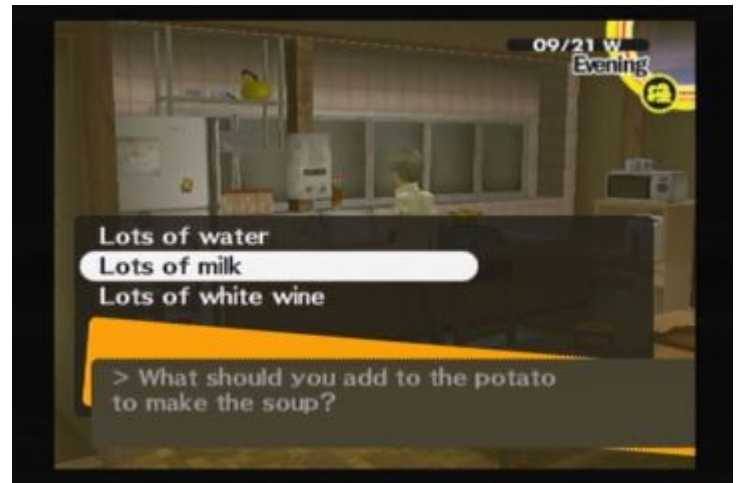
- Home TV Shopping

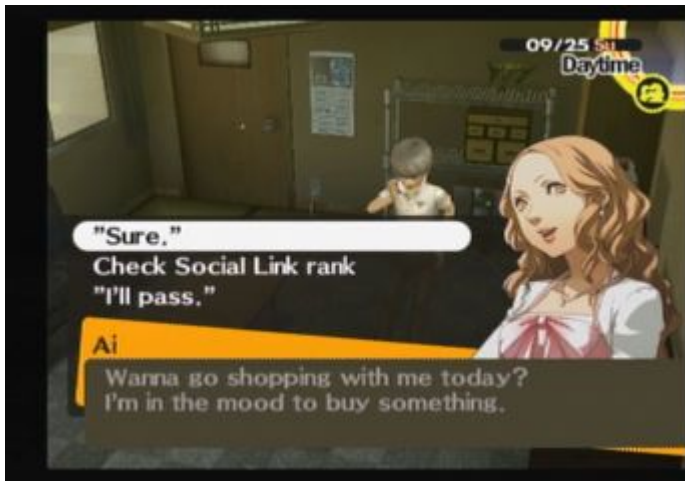
Combo #1 for 28,800Y - Death Scudetto, Wasabi Jelly x2

Combo #2 for 5,980Y - Diet Food x8, Odd Morsel x8

- Phone invitation from Ai (if Naoto is rescued, link must not be broken or reversed)

- Scenes will be different if you're currently in a serious relationship with Yukiko; however, Moon link will still increase. No biggie, Yukiko's link won't get reversed or broken at all.





Otherwise: Magician, Hermit, Lovers available
 -Emperor available (If Naoto has been rescued)

Evening/ Cloudy
 - Hierophant available (If Naoto has been rescued)

9/26 MON

After School/ Rainy

- Quest #34: A Test of Literary Memory available

Go to the Central Shopping District (South) and talk to the guy in front of the bookstore. Give him the following answers to complete the request.

1. Judo medalist names
2. How one should live as a punk
3. 2 pages per pest
4. Me

- Hermit, Sun available

Evening/ Rainy

- Cooking: choose "Strain it" to obtain Light Sesame Spinach and Bait x3
 - Otherwise: Hierophant available (If Naoto has been rescued)

9/27 TUE

Lunchtime/ Sunny

- Share lunch with friends if you did the cooking event last night

After School/ Sunny

- Priestess, Emperor, Chariot, Hermit, Strength, Hanged Man and Sun available

Evening / Sunny

- Justice, Tower available

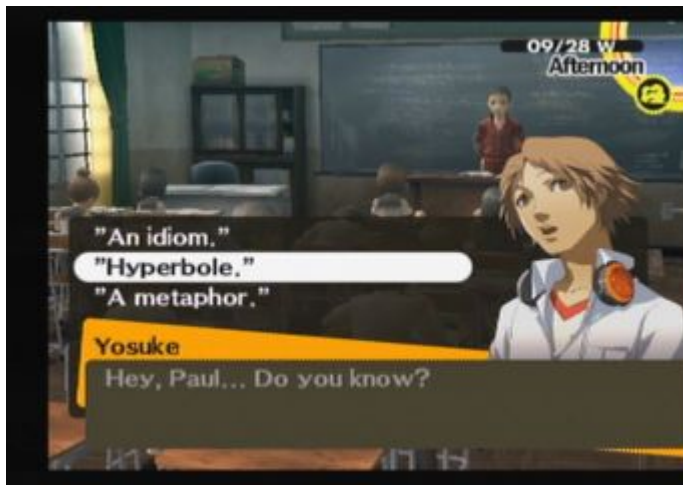
9/28 WED

Afternoon/ Cloudy

- Quiz: Choose "Hyperbole" (+Expression, Magician link increases)

After School/ Cloudy

- Priestess, Hermit, Strength, Moon and Sun available
 - Emperor available (If Naoto has been rescued)



Evening / Cloudy

- Can go shopping with Nanako and Ryotaro to receive various items

- Devil available

9/29 THU

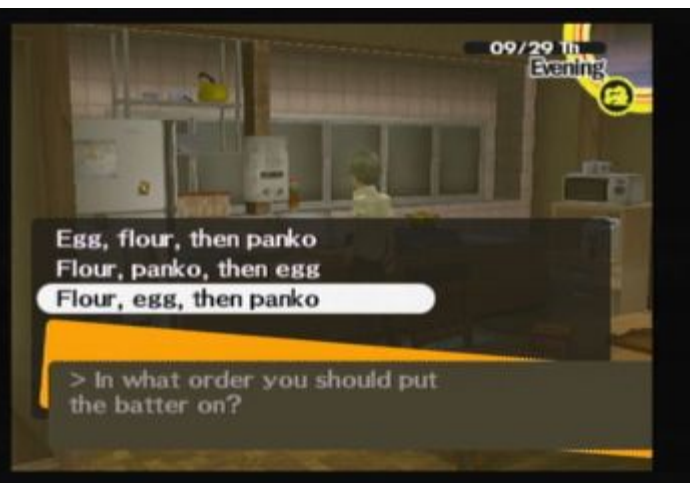
After School/ Cloudy

- Quest #35: Desk Refurbishing Part 3 available

Go to the 2F Practice Building and talk to the homely student at the end of the hallway. Defeat Furious Gigases on the 3rd and 4th floors Secret Laboratory until you collect x3 Proof of Passion. Bring it to her to complete the request.

- Magician, Priestess, Chariot, Hermit, Strength, Hanged Man, Moon and Sun available

- Emperor available (If Naoto has been rescued)



Evening / Cloudy

Cooking (If Naoto has been rescued): Choose "Flour, egg then panko" to make Tasty Pork Cutlet, Bait x3

- Justice, Devil and Tower available

9/30 FRI

Lunchtime/ Cloudy

- Share lunch with friends if you did the cooking event last night

After School/ Cloudy

- Lovers, Hermit, Temperance and Moon available

Evening / Cloudy

- Justice, Devil available

This month's fishing trade items:

Item	Fish to trade
Titanium Wrench	Huge Fish x4
Eagle Eye	Huge Fish x3
Chest Key*	Inaba Trout
Bait x3	Red Goldfish

**Attempt to collect as many Inaba Trouts as you can and trade them to Chest Keys. You'll need lots of them next month.*

10/1 SAT
After School/ Rainy
- Hermit available

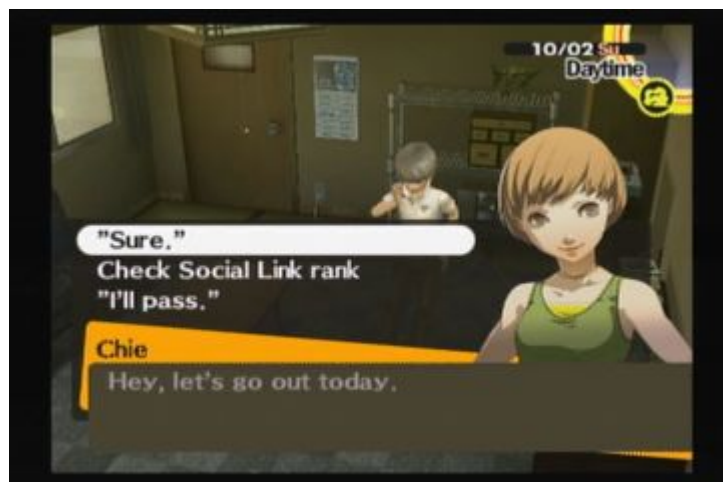
Evening / Rainy
- Justice, Tower available

10/2 SUN
Daytime/ Cloudy

- Home TV Shopping
Combo #1 for 29,800Y - Peach Battlesuit, Wasabi Jelly x2
Combo #2 for 9,800Y - Red Goldfish x10, Bait x10

- Phone invitation from Chie (if Naoto is saved)
- Otherwise, Magician, Emperor (if Naoto is saved), Lovers, Hermit or Death available

Evening/ Cloudy
- Cooking (if Naoto is saved): Choose "Mirin, sugar and sake" to make Tender Pork Kakuni and Bait x3
- Otherwise: Hierophant available (if Naoto is saved)



10/3 MON
Morning/ Sunny
- Lecture (+Knowledge)

Lunchtime/ Sunny
- Share lunch with friends if you did the cooking event last night

After School/ Sunny
- Magician, Priestess and Chariot available (if Naoto is saved)
- Otherwise: Hermit, Strength, Hanged Man, Temperance and Sun available

Evening/ Sunny
- Hierophant available (if Naoto is saved)

10/4 TUE
Morning/ Cloudy
Quiz answer: 0.5 Liters (+knowledge)

After School/ Rainy
- Hermit, Sun available

Evening/ Rainy
- Tower available

[DEADLINE TO RESCUE NAOTO]

Again as a reminder... if you still haven't made any progress rescuing Naoto, then this is the last chance you'll get. It will be instant game over if you fail to rescue her at this point.

10/5 WED

Morning/ Rainy

Quiz answer: "The green pigment ages" (++Expression, Magician link)



After School/ Rainy
- Hermit available

Evening/ Rainy
- Scenes; no free time

10/6 THU

Early Morning/ Cloudy

- Chat with the team



After School/ Cloudy
- Naoto joins the team; no free time. Watch more scenes.

Evening/ Cloudy
- Justice, Devil, Tower available

10/7 FRI
Afternoon/ Cloudy
- Scene



After School/ Cloudy
- More scenes, no free time.

Evening/ Cloudy
- Hierophant, Devil available

10/8 SAT
Early Morning/ Rainy
- Chat with Naoto

Morning/ Rainy
Quiz answer: "Teacher" (+knowledge)

After School/ Rainy

-Quest # 32: Acquire a Crystal ball available

Talk to Mrs. Nakayama standing along the 3F hallway of the Classroom Building. Defeat Constancy Relics found on the 1st and 2nd floors of the Secret Lab to acquire this item.



-Quest # 37: Acquire a Hi-Speed Gear available

Talk to the girl in glasses walking along the 1F Classroom Building Hallway. Defeat Mach Wheel enemies located on the 5th and 6th floors of the Secret Lab to acquire this item.

-Quest # 39: Acquire a Training Shell available

Find the principal in the 3F Hallway, Classroom Building. Defeat Wicked Turrets on 7F and 8F of the secret lab to get this item.

- Hermit available

- Can study with Yukiko, Kanji or Rise to increase knowledge and link.

- Optional boss available starting today; I suggest waiting until the 12th (rainy) to unlock all the item-collecting quests to get all of them in one trip to the TV.

Evening/ Sunny

- Justice, Tower available

10/9 SUN

Daytime/ Cloudy

- Home TV Shopping

Combo #1 for 28,800Y - Nice Shoes, Wasabi Jelly x2

Combo #2 for 19,800Y - Huge Fish x2, Dry Ice x4

- Book: "Farewell to Man" available

- Quest #33: Acquire a Fine Coal available

Talk to the old man in front of the shrine in the Shopping District North. Defeat Power Castles located on the 7th and 8th floors of the Secret Lab to acquire this item.

- Quest #38: A Twin's Independence available

Talk to the girl on the riverbed and bring her a Branch Headband dropped by Elegant Mothers on the 7th and 8th floors of the Secret Lab to complete this quest.

- Magician, Emperor, Lovers, Hermit and Death available

Evening/ Cloudy

- Hierophant available

10/10 MON [HEALTH AND SPORTS DAY]

Daytime/ Sunny

- Magician, Priestess, Chariot, Hermit, Death and Temperance available

Evening/ Sunny

- Hierophant available

10/11 TUE

Early Morning/ Sunny

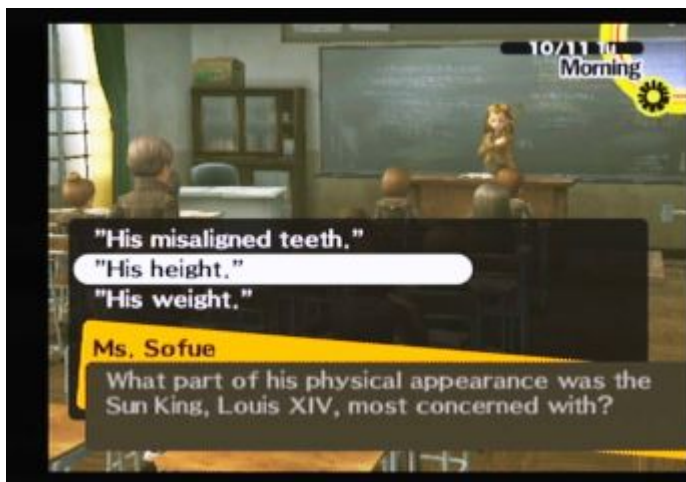
- Chat with Chie

Morning/ Sunny

Quiz answer: His Height (+ knowledge)

After School/ Sunny

- Scenes



Evening/ Sunny

- Justice, Tower available

10/12 WED

Early Morning/ Cloudy

- Chat with Chie

Morning/ Cloudy

Quiz answer: Two yen (+ knowledge)

After School/ Rainy

Recommended date to visit the TV to collect quest items and fight the optional boss

- Hermit available

- Can spend time with Kanji or Yukiko to increase knowledge and link



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Extreme Vessel	Wind			Light, Dark		3750XP, 1000Y, + Courage

This boss will always attempt to poison your entire party so if you have accessories called Disinfectant, then equip that for this battle. You should have a dedicated healer for this battle since the boss will also use God Hand, a move capable of dishing severe damage to its target. You also need lots of Doukadami Teas in stock. Fortunately, this boss has weakness to Wind attacks so bringing Yosuke in this battle should be your advantage. If you're able to fuse Garuda at this point, you should consider equipping that persona since it has Garudyne and Amrita, a very useful skill that cures everything (except down or death) for the entire party. When near death, the boss will use Mind Charge and various -Dyne spells in an attempt to wipe out your party or kill your leader. In that case, either you order everybody to guard or use Sukunda to lower the boss' accuracy. Remember that Mind Charge only applies for the boss' next magical attack so after it uses a spell, you should be able to attack him normally. Just continue knocking it down and ganging up on it and you should win the battle easily.

Examine the base of the operating table to obtain Naoto's **Algernon**. Your business here is done; you can train if you want or return to the real world.

Evening/ Sunny

- No free time if you visited the dungeon after school; can still do the cooking event
- **Cooking: Choose "High" to obtain Crispy Croquettes and x3 Bait**

Otherwise: **Justice, Devil** available

10/13 THU

Early Morning/ Sunny

- Gossip

Lunchtime/ Sunny

- Share lunch with friends if you did the cooking event last night

Afternoon/ Sunny

Quiz answer: It speeds up their growth (+knowledge)

After School/ Sunny

- Deliver the quest items you have collected to their respective requestors
- Can study with Yosuke or Chie to increase knowledge and link
- Otherwise: **Priestess, Emperor and Hermit** available



Evening/ Sunny

- Can go shopping with the Dojimas (obtain random items)
 - Otherwise: **Devil, Tower** available
-

10/14 FRI **[MIDTERMS]**

Early Morning/ Cloudy

- Chat with Chie

Morning/ Cloudy

Exam Q1: Hyperbole

Exam Q2: The growth speeds up

10/15 SAT

Morning/ Sunny

Exam Q3: Ferdinand Magellan

Exam Q4: 1900

10/16 SUN

Daytime/ Sunny

- Home TV Shopping

Combo #1 for 29,800Y - Red Battlesuit, Diet Food x2

Combo #2 for 19,800Y - Physical Mirror x3, Magic Mirror x3

- Phone invitation from Yosuke

- Otherwise: **Emperor, Lovers, Hermit and Death** available

Evening/ Sunny

- **Hierophant** available

10/17 MON

Morning/ Sunny

Exam Q5: All of the above

Exam Q6: teacher

10/18 TUE

Morning/ Sunny

Exam Q7: Two Yen

Exam Q8: The Sun King

10/19 WED

Morning/ Sunny

Exam Q9: Sardine

Exam Q10: Shellfish Pigment

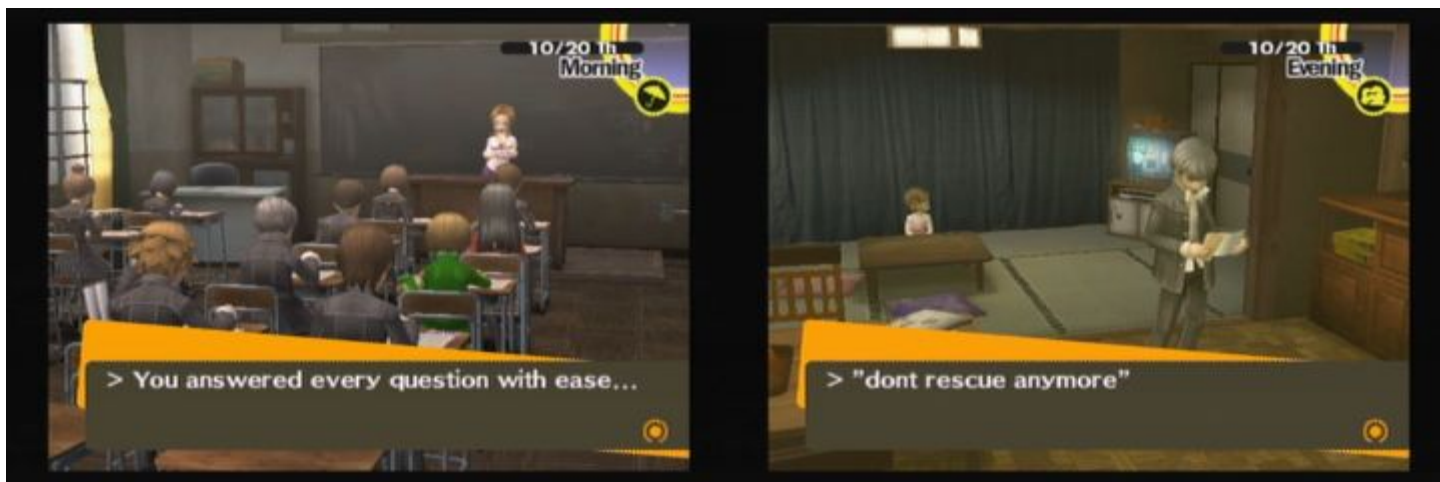
10/20 THU

Morning/ Rainy

Exam: Answer(s) will depend on your Knowledge level

After School/ Cloudy

- Priestess, Emperor, Chariot, Hermit, Strength, Hanged Man, Moon and Sun available



Evening/ Cloudy

- Scenes; no free time.

P4
Persona 4

10/21 FRI
Lunchtime/ Sunny
- Scene



After School/ Sunny

- Fortune link can be established (1) (requires LV5 Courage and Knowledge)
- Go to the north shopping district and talk to the Man in Black near the south exit. He'll give you a card. Give it to Naoto on the next day.
- Lovers, Hermit, Hanged Man, Temperance and Moon available

Evening/ Sunny

- Justice, Devil available

10/22 SAT

Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

- Scene



After School/ Rainy

- Hermit available
- Fortune can be established (2) if you got the card from the man in black in north shopping district yesterday.

Evening/ Sunny

- Justice, Tower available

P4
Persona 4

10/23 SUN

Daytime/ Sunny

- Home TV Shopping

Combo #1 for 29,800Y - Pure Assassin, Diet Food x2

Combo #2 for 6,800Y - Chest Key x2, Prize Sticker x5

- Phone call from Chie or Rise. It's up to you to accept their invitations or decline them both in order to buy Teddie's weapon.



Evening/ Sunny

- Hierophant available

10/24 MON

Lunchtime / Cloudy

- Exam results will be posted

Highest score

9. Classmate s.links will be boosted greatly
10. Ms.Sofue will reward you with 2 Mystical Scarabs
11. Ryotaro will give you 50000Y.
12. Nanako will give you a Bead Ring

Within Top 10

7. Moderate boost to classmate s.links
8. Ms.Sofue will reward you with 2 Mystical Scarabs
9. Ryotaro will give you 30000Y.

Out of the top 10

5. Small boost to classmate s.links
6. Ryotaro will give you 10000Y.



After School/ Cloudy

- Magician, Priestess, Chariot, Hermit, Fortune, Hanged Man, Temperance and Sun available

Evening/ Sunny

- Justice available

P4
Persona 4

10/25 TUE

After School/ Rainy

- Hermit, Sun, Fortune available

Evening/ Sunny

- Cooking: Strong heat but from far away (Obtain Savory Grilled Fish, x3 Bait)

- Otherwise: Hierophant available

10/26 WED

Early Morning/ Sunny

- Chat with Yukiko

Morning/ Sunny

- Lecture (+Knowledge)

Lunchtime/ Sunny

- Share lunch with friends if you did the cooking event last night

After School/ Sunny

- Priestess, Emperor, Hermit, Fortune, Strength, Hanged Ma and Moon available

Evening/ Sunny

- Justice, Devil available

10/27 THU

Early Morning/ Sunny

- Chat with Yosuke

Lunchtime/ Sunny

Scenes (Choosing "Enter the pageant, dammit!" will increase your Expression significantly)



After School/ Sunny

- Scene

Evening/ Sunny

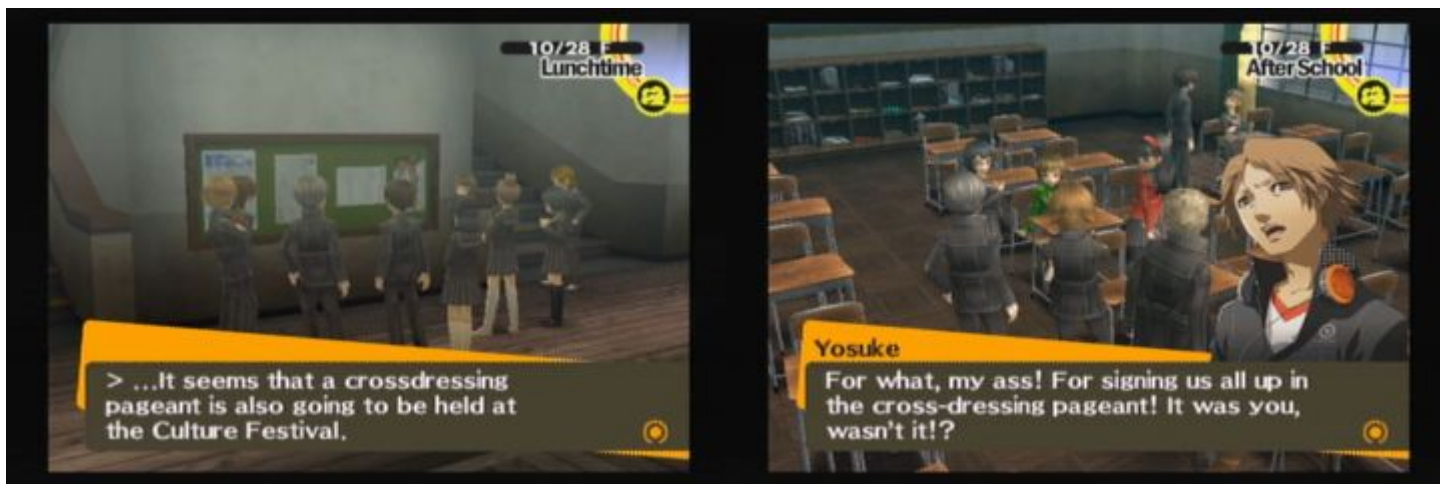
- Hierophant, Devil, Tower available

10/28 FRI

Lunchtime/ Sunny

- Scene

P4
Persona 4



After School/ Sunny

- Scene

Evening/ Sunny

- No free time (can only sleep)

10/29 SAT

- Culture Festival

Depending on the choices you make, you'll have the chance to increase your social links with your team mates and school mates. You'll have two options first hand: **"Quickly grab a guy's seat (1)"** or **"Boldy sit on the girl's area (2)"**. The succeeding choices will be different from each so choose carefully.



Option 1:

- "Someone like Chie" = +Chariot link
- "Someone like Yukiko" = +Priestess link
- "A kind girl" = No effect
- "I don't really care" = No effect

Option 2:

- **"Ask Yukiko the same question"** = + Chariot link; otherwise, "Ignore her" to get more options below:
- "Yosuke" = Magician link
- "Kanji" = Emperor link
- "A girl" = No effect

After the first event, another one will take place that will give you a chance to significantly increase your links with Strength, Moon and Sun. Daisuke, Kou and Ayane's links will take place for sure. For Ai, your link with her shouldn't be reversed or broken. For Yumi, her event will only take place if you have SUN 1-4 or maxed.



Evening/ Sunny

- No free time (can only sleep)

10/30 SUN

Daytime/ Sunny

- Beauty pageant scenes (*This is probably the most hilarious part of the game so I'll be posting more screenshots*)





Evening/ Sunny

- Hotspring scenes; No free time (*"Hold the line"* conversation option requires Courage LV5)



10/31 MON
Daytime/ Sunny

- Quest 40: Experiments in Telepathy, Part 2 available

1. Talk to the girl walking in the south shopping district and accept the request.
2. Go to Samegawa Flood Plain, riverbed and talk to the girl's sister
3. Return to the south shopping district and talk to the girl again (Expression LV5 required)
4. Return to the riverbed again and talk to the girl
5. Return to the girl in the shopping district again to complete the request.

- Magician, Priestess, Chariot, Hermit and Temperance available



Evening/ Sunny
- Scenes, no free time

This month's fishing trade items:

Item	Fish to trade
Red-Leaf Gusoku	Genji Ayu x10
Bead Chain	Red Goldfish x6
Chest Key	Inaba Trout x2
Bait x3	Amber Seema x2

11/01 TUE
Morning/ Cloudy
Quiz answer: Your back on your shoulders (+Knowledge)

After School/ Cloudy
- Book: The Final Lesson available
- Priestess, Chariot, Hermit, Fortune, Strength, Hanged Man and Sun available

Evening/ Cloudy
- Cooking: "Mix and cool simultaneously" to create Noble California Roll, x3 Bait

11/02 WED
Early Morning/ Cloudy
- Chat with Rise

Lunchtime/ Cloudy
- Share lunch with friends if you did the cooking event last night

After School/ Cloudy

- Emperor, Hermit, Fortune, Hanged Man and Moon available

Evening/ Cloudy

- Devil, Hierophant available (last chance)

11/03 THU

Daytime/ Rainy

- Hermit available

Evening/ Cloudy

- Justice (last chance), Devil Tower available

11/04 FRI

Early Morning/ Rainy

- Chat with Kanji

Afternoon/ Rainy

Quiz answer: "It excretes toxins" (+Expression, Magician link)

After School/ Rainy

- Hermit available



Evening/ Rainy

- Scenes; No free time

11/05 SAT

Afternoon/ Rainy

- Scenes; No free time





Evening/ Rainy

- Scenes; No free time (any choice will do)

11/06 **SUN**

Daytime/ Cloudy



Otherwise: Hermit, Death available

+ TV World - Heaven +

Deadline to rescue Nanako is on the 20th. The next dungeon has 10 floors, with 4F and 7F fixed. Bosses will be located at the 7th and 10th floors. Please be reminded that the 20th is the last rainy day of the game. However, all the remaining item-collecting quests will only be available on the 22nd onwards (#43-46)

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Perpetual Sand	Fire	Phys				Golden Sand
Finnicky Papilion		Light, Dark				Flame Scale
Prime Magus		Fire, Ice, Wind				Smart Clasp, *Animal Guide
Brave Wheel	Dark				Fire	Flame Steel
Dark Eagle	Fire			Wind		Jet Black Steel
Growth Relic		Phys				Porcelain Statue
Mythical Gigas				Light, Dark		Claw of Myth
Rash Panzer	Wind	Phys				Steel Barrel
Maniacal Book	Ice				Wind	Crimson Cover
Raindrop Castle	Wind			Dark	Phys, All elements	Rare Raincoat

Apostate Tower	Wind				Elec	Sacrilege Iron
Carnal Snake	Ice					Scorching Scale
Killer Drive						Fixing Bolt
Curse Dice	Light, Dark	Phys	All elements			Cursed Stone
Phantom Lord	Elec, Light			Dark	Ice, Wind	Treasure Cloth, *Modest Lamp
Regal Mother					Fire	Mink Fur
Dry Dixie	Fire	Light, Dark			Wind	Thirsty Claw
Reckless Okina	Light			Dark		Practical Cloth
Angry Table	Wind		Phys, Fire, Ice, Elec			Divine Bark, *Classy Lumber
Devoted Cupid	Wind			Ice		Crystal of Light
Light Balance				Light, Dark		Blessed Dish
Blossom Nyogo	Ice		Elec			Ayanishiki
Chaos Cyclops			Elec	Light, Dark		Blade Thorn
Green Sigil	Light, Dark				Elec	Black Signature
Revelation Pesce	Light	Ice				Oracle Textile, *Old Ore
Stasis Giant	Wind	Phys				Prime Steel
Conviction Sword	Wind	Elec				Perpetual Edge
Hallowed Turret	Ice, Light		Phys	Dark		Judgment Shot
Intrepid Knight	Elec	Phys		Light, Dark		Platinum Reins
Jotun of Blood	Elec, Dark				Fire	Bloody Hide
Minotaur IV						Heavy Chains
Natural Dancer	Ice	Elec				Hemp Cloth
Rain Wind Musha			Fire, Elec		Ice, Wind	Cascade Metal
Luxury Hand*				Everything		Chest Key

**Rare monster; can only be defeated by Almighty attacks (e.g. Megidola) or using elemental 'Break' skills*

If you have maxed out the Fox' link at this point, then you can stay as long as you want and train your party for the upcoming battles. The enemies here drop huge amount of yen, which you can use to pay for the fox's healing services, which should be pretty cheap once you have maxed out its link.





Boss	Weak	Strong	Repel	Null	Absorb	Rewards
World Balance				Light, Dark		5630XP, 410Y

This boss doesn't have that much HP and no resistance, so expect a pretty simple fight. You can treat this as the upgraded version of the normal light balance enemies you encountered. Just attack and heal as needed.



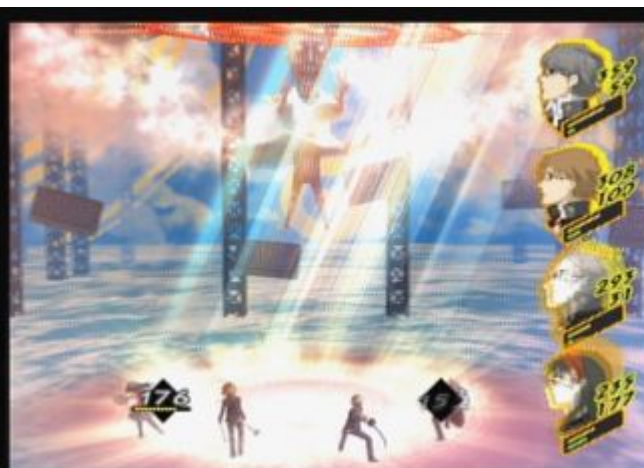
Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Kunino-Sagiri				Light, Dark		5405XP, 3000Y

You will definitely need a healer here so have Yukiko learn Mediarahan (LV65) and bring her. Also, your main character should have personas that can cast high-level elemental (-dyne) skills and should have various elemental immunities. All-party buffs will play a great role here, as well as skills that nullify enemy stat bonuses and lower their stats. Set everyone's tactics to direct command and spend the first turn buffing your party and/or lowering the boss' stats. This boss starts with no specific resistances or immunities (except for light and dark) but he can use various elemental -dyne skills. I suggest lowering the boss' hit/evasion rate by Sukunda, then cast Masukukaja to increase your party's hit/evasion. By using this combination, your party will have a high chance of evading the boss' attacks, giving you more chances to attack since you won't need to waste turns healing everybody. Make sure that everybody's hit/evasion rate reverts to normal before casting Masukukaja again.

After depleting the boss' HP to 75%, he will use Quad Converge. This skill dramatically increases a random element's damage to everybody, including the boss. At this point, order everyone to guard; the next elemental spell the boss will use will be more effective (even Rise will inform you about this). Quickly switch to a persona that can nullify/absorb/reflect the effective element and use the same element against the boss. For the meantime, order your party member that has weakness to that specific element to guard until the effect wears off. Remember that while the effective element is active, any damage from other elements is drastically reduced. What's more interesting that the boss can use "break" skills to remove your character's elemental resistances. Quad Converge will only last for 3 turns and you should know when its effect is over once you get a message that says "the atmosphere has reverted"



Once half of the HP's boss has been depleted, he will use another cunning skill: Control. He will literally take control of your teammates and turn them against you. Though it may only last for two turns, this may turn the tide of battle to your disadvantage if you're not careful. Once down to 25%, the boss will control all your team mates. At this point, I suggest switching to a persona with no elemental weaknesses and have high evasion/immunity against physical attacks. If that persona has high endurance, that is even better. You'll need to guard for two entire turns until your team mates break free from the boss' control. Once they're free, immediately recast your buffs and heal everybody.



Once near death, this boss will use Unerring Justice every turn, which can deal around 150-200 damage so you'll pretty much need to heal everybody every turn. If your party's level is high enough though, you can endure 2-3 turns before ever healing. Keep an eye to your healer's SP and use SP recovery items as needed. Just attack a few more turns and you should be able to win this battle.

Evening/ Cloudy

No free time

11/07 MON

Afternoon/ Sunny

Quiz answer: The South Pole (+knowledge)

After School/ Sunny

- Hermit, Strength, Hanged Man, Temperance available

- Magician, Priestess, Chariot and Fortune available (if Nanako was saved)

Evening/ Sunny

- Free time

P4
Persona 4

11/08 TUE

After School/ Sunny

- Hermit, Strength, Hanged Man, Sun available
- Priestess, Chariot, and Fortune available (if Nanako was saved)

Evening/ Sunny

- Tower available

11/09 WED

After School/ Sunny

- Hermit, Hanged Man, Moon available
- Priestess, Emperor, and Fortune available (if Nanako was saved)

Evening/ Sunny

- Devil available

11/10 THU

After School/ Cloudy

- Hermit, Strength, Hanged Man, Moon, Sun available
- Magician, Priestess, Emperor, Chariot and Fortune available (if Nanako was saved)

Evening/ Cloudy

- Devil, Tower available

11/11 FRI

Morning/ Rainy

Quiz answer: Koch (+knowledge)

After School/ Rainy

- Hermit available

Evening/ Rainy

- Devil available

11/12 SAT

After School/ Sunny

- Hermit, Strength and Temperance available
- Magician, Emperor, Lovers, Chariot and Fortune available (if Nanako was saved)

- Quest #50: [Revenge of the Riddle Senpai](#) available

Talk to the same funky student on the 3rd floor of the Classroom building. Give the answers below to complete the quest:

1. Group B
2. The way they're drawn
3. Promethium
4. Need

Evening/ Sunny

- Tower available



11/13 **SUN**

Daytime/ Sunny

- Home TV Shopping

Combo #1 for 19,800Y - Reisen Brace, Diet Food x2

Combo #2 for 19,800Y - Nice Shoes, Red Battlesuit

- Death, Hermit available

- Magician, Emperor, Lovers available (if Nanako was saved)

Evening/ Sunny

- Free time

11/14 **MON**

After School/ Sunny

- Hermit, Hanged Man, Temperance, Sun available

- Magician, Priestess, Chariot, Fortune available (if Nanako was saved)

Evening/ Sunny

- Free time

11/15 **TUE**

After School/ Sunny

- Hermit, Strength, Hanged Man, Sun available

- Priestess, Chariot, Fortune available (if Nanako was saved)

Evening/ Sunny

- Tower available

11/16 **WED**

After School/ Sunny

- Hermit, Strength, Hanged Man, Moon available

- Priestess, Emperor, Fortune available (if Nanako was saved)

Evening/ Sunny

- Devil available

11/17 **THU**

Early Morning/ Cloudy

-Gossip

Morning/ Cloudy

-Quiz: "Gamble" (+Expression, Magician link)

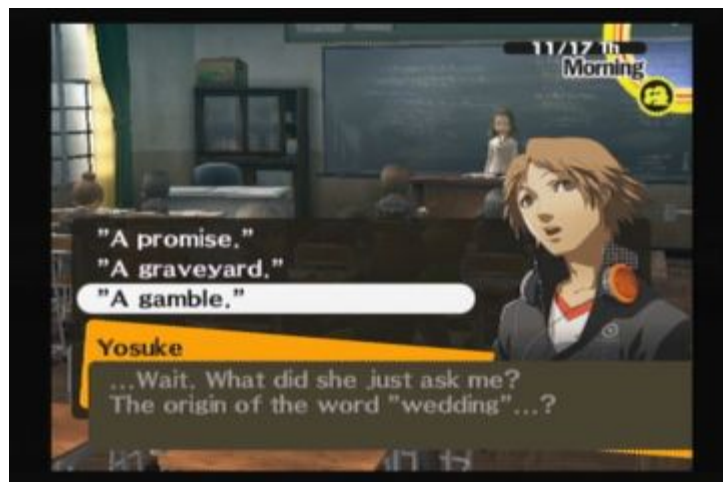
After School/ Cloudy

- Hermit, Strength, Hanged Man, Moon, Sun available

- Magician, Priestess, Chariot, Emperor, Fortune available (if Nanako was saved)

Evening/ Cloudy

- Devil, Tower available



11/18 FRI
After School/ Rainy
- Hermit available

Evening/ Cloudy
- Devil available

11/19 SAT
After School/ Rainy
- Hermit available

Evening/ Cloudy
- Tower available

[DEADLINE TO RESCUE NANAKO]

Again as a reminder... if you still haven't made any progress rescuing Nanako, then this is the last chance you'll get. It will be instant game over if you fail to rescue her at this point.

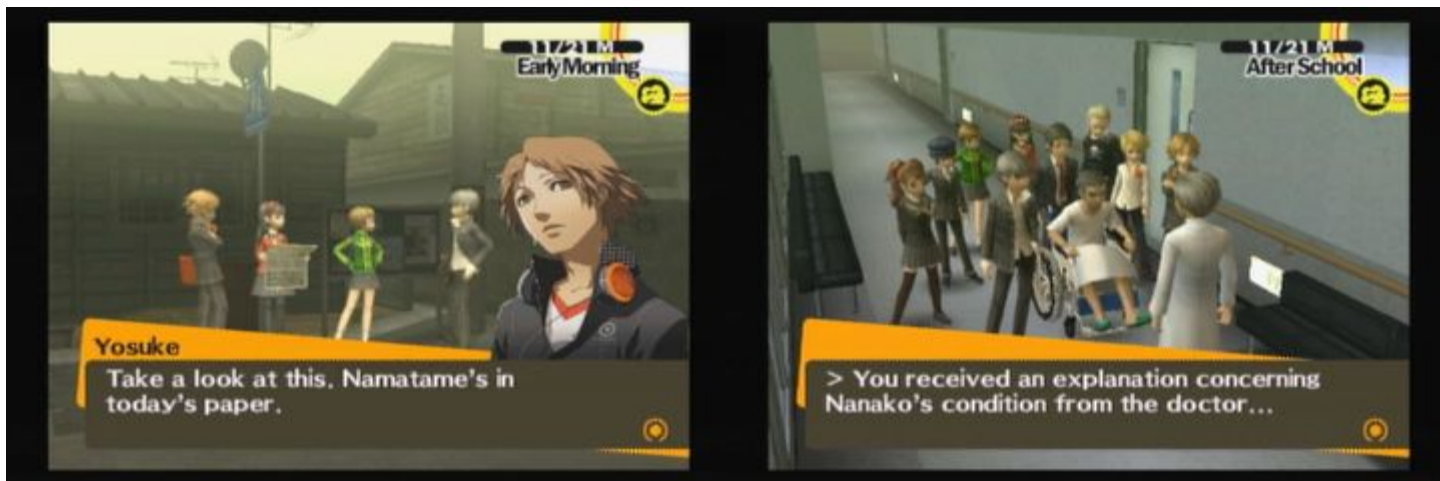
11/20 SUN
Daytime/ Rainy

- Home TV Shopping
Combo #1 for 59,800Y - Angel Skirt, Diet Food x2
Combo #2 for 19,800Y - Soma, Amrita Soda x4

- Hermit available

Evening/ Rainy
- scene; No free time

11/21 MON
Early Morning/ Cloudy
- Scene



Morning/ Cloudy
- Lecture (+Knowledge)

After School/ Cloudy
- Scenes; no free time

Evening/ Cloudy
- Free time

11/22 TUE

Early Morning/ Cloudy

- Gossip

Afternoon/ Cloudy

- Quiz answer: The Patagonian ice field (+Knowledge)

After School/ Cloudy

- All remaining quests will be available. I suggest collecting all of them on or before the 27th since the story will proceed immediately after the exam.



- Quest # 43 The Girl on the Rooftop available

Talk to the male student standing by the window in your homeroom. Defeat Prime Maguses on the 1st and 2nd floors of Heaven to get some Animal Guide.

- Quest # 44 Desk Refurbishing, Part 4 available

Talk to the girl on the 2nd floor hallway of the practice building. Defeat Angry Tables on the 5th and 6th floors of Heaven to acquire Classy Lumber

- Quest # 45 Acquire an Old Ore available

Talk to the student in the 1F Practice Building hallway. Defeat Revelation Pesce on the 6th and 7th floors of Heaven to obtain Old Ore.

- Quest # 46 Acquire a Modest Lamp available

Talk to the guy beside the sign near the entrance of the Samegawa Flood Plain. Defeat Phantom Lords on the 3rd, 4th and 5th floors of Heaven to obtain Modest Lamps.

- Hermit, Priestess, Chariot and Fortune available

- Talk to Yosuke inside your homeroom to visit Nanako. This will increase your team mates' links

Evening/ Cloudy

- Tower available

- Return to your room to get a phone call from Yosuke. (Will spend time tomorrow increasing Magician and Strength links)

11/23 WED [LABOR APPRECIATION DAY]

Daytime/ Cloudy

- Priestess, Hermit, Emperor and Death available

- Talk to Naoto on the Samegawa Flood Plain to visit Nanako. This will increase your team mates' links

Evening/ Cloudy

-Devil available

P4
Persona 4

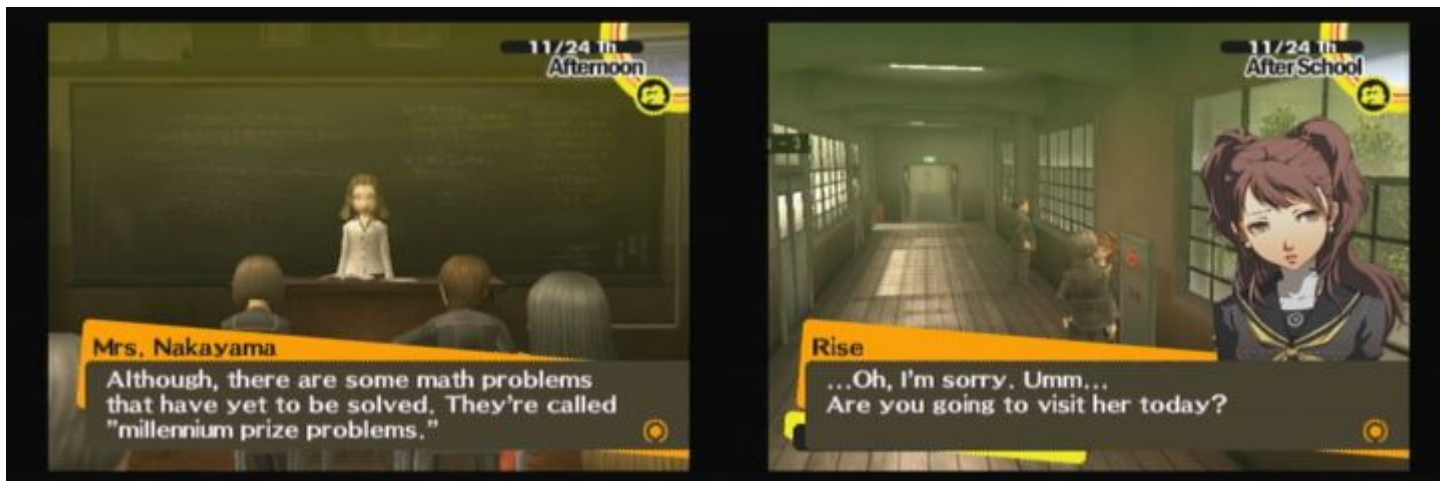
11/24 THU

Early Morning/ Cloudy

- Gossip

Afternoon/ Cloudy

Quiz answer: Six (+knowledge)



After School/ Cloudy

- Talk to Rise in the 1st floor hallway of the classroom building to visit Nanako. This will increase your team mates' links

- Otherwise: Magician, Priestess, Emperor, Chariot, Hermit and Fortune available

Evening/ Cloudy

-Devil, Tower available

11/25 FRI

Morning/ Cloudy

Quiz answer: It's the last chance (knowledge)

After School/ Cloudy

- Talk to Kanji in the 1st floor hallway of the practice building to visit Nanako. This will increase your team mates' links

- Otherwise: Lovers, Hermit, Fortune, Temperance available

Evening/ Cloudy

-Devil available

11/26 SAT

Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

Quiz answer: X'mas (+Knowledge)

After School/ Cloudy

- Talk to Yukiko in the 1st floor hallway of the classroom building to visit Nanako. This will increase your team mates' links

- Otherwise: Magician, Emperor, Lovers, Chariot, Hermit and Fortune available

Evening/ Cloudy

-Tower available

11/27 SUN

Early Morning/ Cloudy

- *Can't order anything from the Home TV shopping program*

- *Suggested time to revisit Heaven to collect quest items and fighting optional boss.*



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Lost Okina				Light, Dark		5750XP, 1000Y, +Courage

This boss can absorb physical and ice attacks so bringing Chie or Teddie is not recommended. It's a pretty simple fight so there's no special tactics needed. When near death, the boss will cast reflect on itself so have somebody break it so the next attack can go through.

Examine the flowers on the left side of the stairs leading to the main platform to obtain a [Chakra Ring](#). This great piece of accessory reduces the SP cost of skills by half!

Evening/ Cloudy

- Free time

11/28 MON [SECOND TERM FINALS]

Early Morning/ Cloudy

- Chat with Yosuke

Morning/ Cloudy

Exam Q1: Oct

Exam Q2: The back to the shoulders

11/29 TUE

Morning/ Cloudy

Exam Q3: It excretes toxins

Exam Q4: Chile and Argentina

11/30 WED

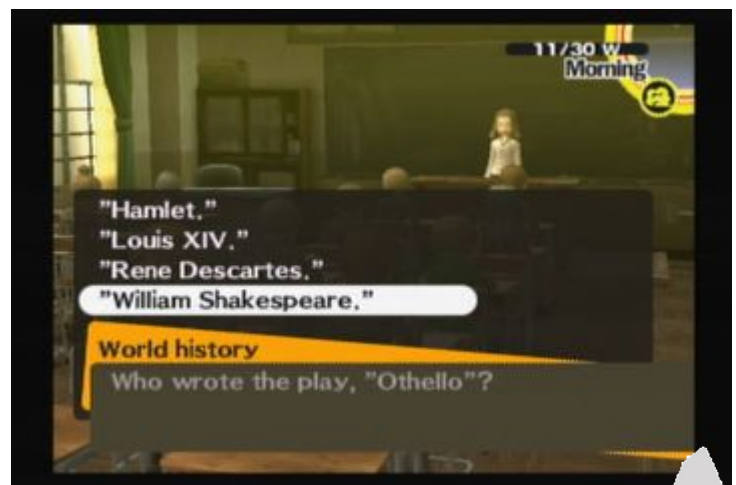
Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

Exam Q5: A gamble

Exam Q6: William Shakespeare



This month's fishing trade items:

Item	Fish to trade
Musashi Shinai	Guardian x2
Uzume Robe	Huge Fish x3
Chest Key	Genji Ayu x2
Bait x3	Red Goldfish x2

12/1 THU

Morning/ Cloudy

Exam Q7: The south pole; 30 degrees

Exam Q8: 1,000,000 dollars

12/2 FRI

Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

Exam Q9: Discovered tuberculosis

Exam Q10: French

Evening/ Cloudy

- No free time; use this chance to save your game.

12/3 SAT

Early Morning/ Cloudy

- Chat with the team

Morning/ Cloudy

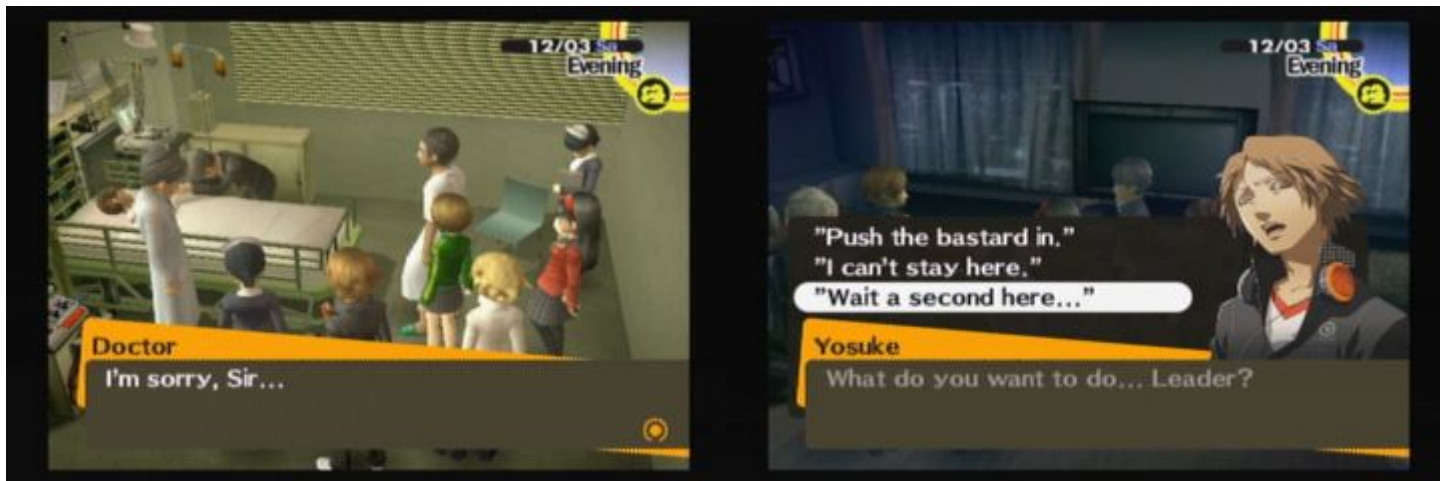
Exam: Answers will be based on your knowledge level

After School/ Cloudy

- Scenes, no free time; **Scenes leading to the first ending fork will commence**

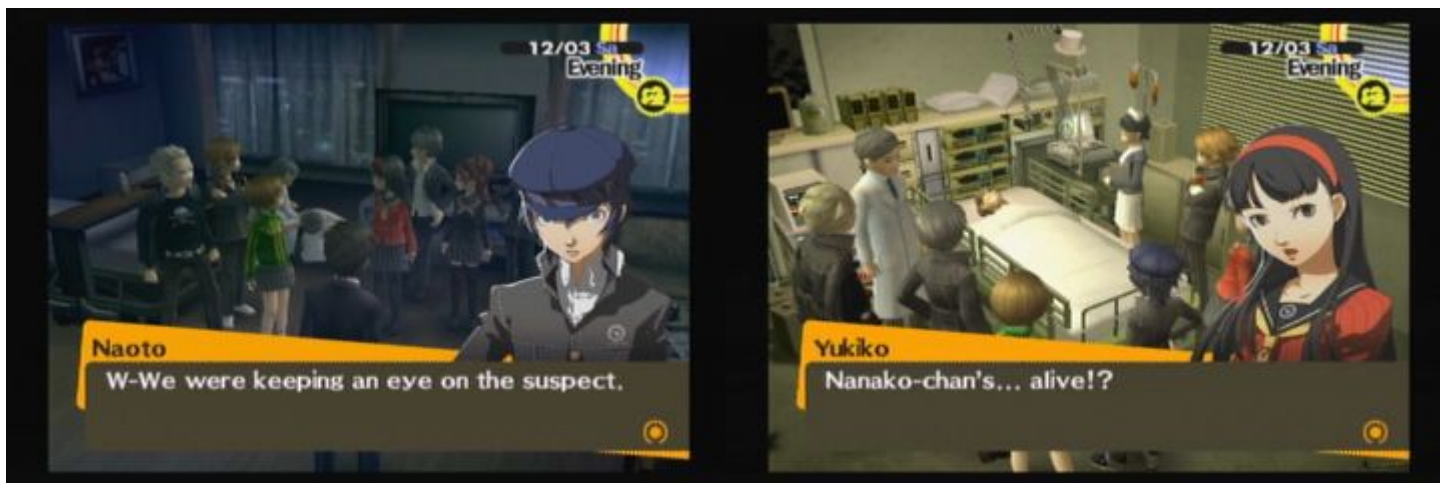


Evening/Cloudy



Be careful here since you won't almost notice that it's evening already. Once you reach Namatame's room and the guys are deciding what to do with him, you need to choose your answers carefully. If you choose one answer incorrectly, then you'll be heading to the game's bad ending. The game will proceed immediately to March 20th if you have triggered the bad ending. Select the following answers to continue playing and get the normal ending:

1. Wait a second here...
2. We're missing something
3. Namatame's true feelings
4. Something's bothering me
5. We're missing something
6. Calm the hell down!



Fool social link will be maxed at this point. Also, the new link, **Judgment** will be established. Watch more scenes afterwards. You'll receive text messages from your school friends as well. You'll be at home afterwards so save and sleep. You'll be called to the Velvet Room afterwards. Watch the scenes.



12/4 **SUN**

Daytime/ Cloudy

- Scenes; no free time

1. The warning letter
2. Someone else wrote the letter

During the hospital scene, ask Namatame all the questions available per dialogue. Watch more scenes afterwards.



Evening/Cloudy

Save your game and rest

12/5 **MON [YASOGAMI HIGH FOUNDATION DAY]**

Daytime/ Cloudy

- You should conduct the investigation today. You must talk to the citizens all around town to get more info.

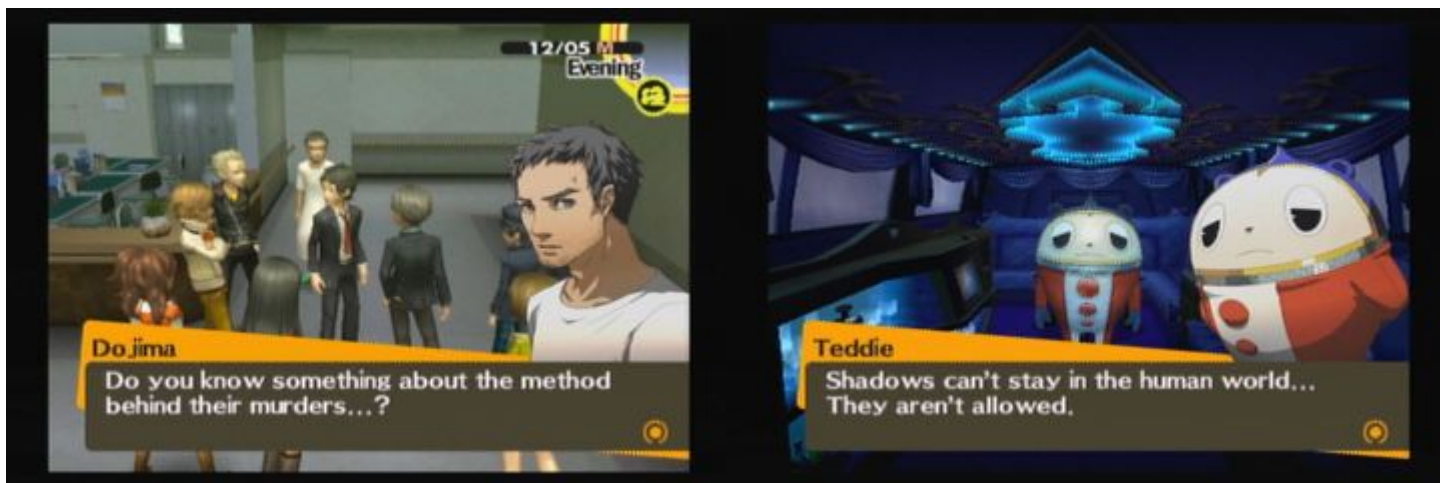
1. *Central Shopping District, North:* Talk to the woman in front of the shrine. Talk to her again and choose the second option to ask her. Talk to the old man she was talking with afterwards. Go to the north end of the road and talk to the gas-masked man. Walk all the way south and talk to the man next to Rise.
2. *Central Shopping District, South:* Talk to the girl next to Yosuke near the bookstore. Then talk to the lady next to the post in front of the gas station. Leave the shopping district
3. *Samegawa Flood Plain:* Talk to the kind man standing by the tree. Go further left and you should find an old man. Talk to him as well.
4. *Junes:* Talk to the school girl by the lobby. Return to the shopping district south and talk to the school girl next to Yosuke. After gathering all info, everybody will gather at Aiya to talk about stuff.



Evening/Cloudy

- Scenes, no free time; **Scenes leading to the first second fork will commence**

Here you'll need to pick a suspect out of the 26 names in the list. **You'll only have three attempts. If you guessed wrong three times, then the game will proceed to the bad ending.** The answer is **Adachi**. More scenes will follow. Ask Adachi all the questions available. After the scenes, save your game and rest. Another scene will take place in your dreams. The Star link will be maxed during this event.



12/6 TUE

After School/ Cloudy

- Scenes; no free time. During this event, Teddie's persona will transform into **Kamui**.



Evening/Cloudy

Save your game and rest

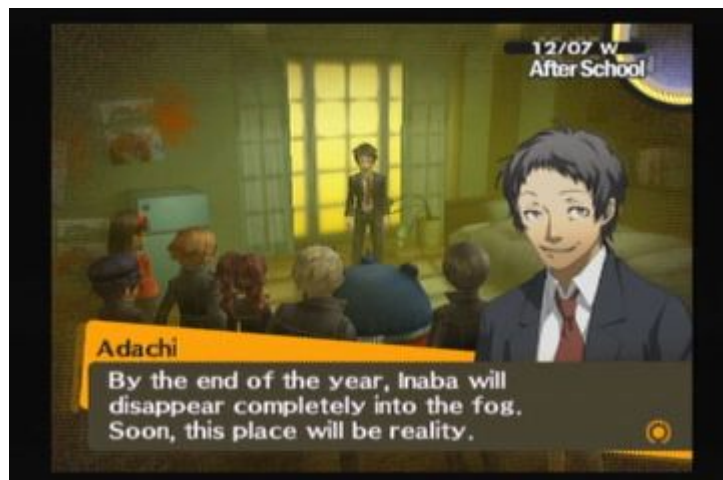
12/7 WED

After School/ Cloudy

- Scenes; no free time.

Evening/Cloudy

Save your game and rest



12/8 THU

Early Morning/ Cloudy

- Gossip

Lunchtime/ Cloudy

- Exam scores

Highest score

13. Classmate s.links will be boosted greatly

14. Ms.Sofue will reward you with a Soma

Within Top 10

10. Moderate boost to classmate s.links

11. Ms.Sofue will reward you with a Soma

Out of the top 10

7. Small boost to classmate s.links

After School/ Cloudy

- You may want to deliver the quest items you have collected thus far.

- Hermit, Hanged Man, Moon and Sun available

You can now visit the TV World in order to pursue Adachi. Stock up with as many supplies you can and get the best gear for your team. You'll have up to 24th to defeat him or it'll be game over. Since this is the last dungeon in the game, expect battles to get increasingly hard later on. If you managed to max out your team mates' social links, then you'll have an easier time dealing with the random shadows. **If you defeat the last boss before the evening of the 22nd, the game will proceed automatically to the 23rd.** Maximize the remaining days by making at least 2-4 trips to dungeon to train your party and gather loot to sell to Daidara. On the 23rd, you'll get a Christmas scene with one of your girlfriends. (Your choice)

As for training your characters, you should get the Musashi Shinai by trading two Guardians to the old man by the riverbank. It doesn't have a good attack rating but it does increase the acquired experience by 50%. This quite crucial since your main character needs to have higher levels in order to gain access to stronger/ultimate personas.

+TV World - Magatsu Inaba/ Magatsu Mandala +

This world is divided by two areas. On the second floor of Magatsu Inaba, you can't go back to where you came from. You can't open the door at the moment since you'll need to defeat the 6F boss in Magatsu Mandala so look for a large hole on the ground and jump. This should bring you to the second area. (Magatsu Mandala) You can return to the entrance from there.

(Enemy list - Magatsu Inaba)

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Agitating Hablerie	Fire					Diamond Canine
Fickle Papilion	Wind			Dark		Miracle Scale
Infinite Sand	Elec					Nightmare Sand
Jupiter Eagle	Elec				Wind	God Tailfeather
Vehement Idol	Fire, Dark			Light		Calm Marble
Glorious Hand		Phys				Chest Key

(Enemy list - Magatsu Mandala)

Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Free Bambino		All Elements		Light, Dark		Royal Blossom
Great King	Wind	Phys	Light, Dark			Dignified Lamp
King Castle	Light, Dark			Phys		Snow Stone
Nemean Beast						Platinum Fur
Pistil Mother	Elec		Ice			Queen's Nail

Fanatic Tower	Elec	Phys		Wind, Light, Dark		Ruinous Crown
Yearning Pot	Light		Dark		Fire	Orb of Love
Amorous Snake	Ice, Dark		Light			Scaly Lump
Battle Wheel	Dark	Phys		Light		Brilliant Armor
Purple Sigil	Elec, Dark		Light	Fire		Gold Signature
Sleeping Table	Fire		Phys	Light, Dark		Thought Cross
Silent Book	Fire				Wind	Word String
Valuing Nyogo	Ice				Fire	Oguruma Brocade
Change Relic				Light, Dark		Silver Claw
Death Dice		Phys				Death Lump
Harem Dancer				Light, Dark, Fire		Love Clasp
Immortal Gigas	Dark	Phys	Fire	Light		Formidable Proof
Jotun of Evil			Ice, Elec	Light, Dark, Fire, Wind		Thunder Bead
Reformed Okina	Fire		Ice, Wind			Knowledge Staff
Happy Gene	Light, Dark					Unthinkable Metal
Judgment Sword	Fire	Phys		Ice		Spark Ornament
Phantom King	Light			Dark		Prime Hide
Brilliant Cyclops				Light, Dark	Wind	Cruel Thorn
Conceited Panzer				Phys		Golden Barrel
Ernest Carothy	Light, Dark					Activated Felt
Harmony Giant			Wind			Diamond Sheet
Minotaur I	Fire		Elec		Wind	Platinum Hide
Minotaur II	Elec		Phys		Fire, Wind	Golden Chains
Minotaur III	Wind		Fire		Elec	Strength Claw
Noble Seeker	Wind		Fire	Phys		Golden Film
Slaughter Drive	Elec					Torrent Gear
Solemn Machine			Fire	Light, Dark		Orichalcum
Spastic Turret	Elec			Light, Dark	Fire	Flame Sheet
Glorious Hand		Phys				Chest Key



Once you've reached the 3rd floor of Magatsu Mandala, Adachi will change the rules. You should complete the floor without getting into a fight with any shadows. Refer to the map provided to plan your route to get the items. If you fight a shadow, then you'll be returned to the entrance. You can actually run past a shadow if you wish. You'll need to fight the boss in this floor in order to proceed.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Chaos Fuzz				Light, Dark		1268XP, 132Y

The annoying thing about this boss is that it summons allies every turn. You need to cast buffs to everybody while using offensive all-party spells. You can also order one team member to concentrate her/his attacks on the main boss. Fortunately, these guys are pretty slow so you get to act first. If your party has high enough levels then it shouldn't be a problem dispatching these guys since the boss doesn't have that much HP to start with.

Make your way to the 6th floor. You'll need to fight another boss in order to gain access to the last boss' location.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Envious Giant				Light, Dark		12175XP, 460Y

This boss will regularly use Megidolaon so lowering its accuracy and increasing your party's evasion rates are necessary to survive this battle. It can also inflict confusion to your party so equip your main character with an accessory that prevents it. If you have a persona that use Me Patra, that will be better as well. Otherwise, make sure to you have Yukiko in your party, which the accessory that prevents the said status ailment. Since it can absorb electric attacks and it has high resistances to other elements, you'll need to rely on physical attacks here. Chie and Kanji are good choices here. You can also use elemental "break" skills to remove the boss' elemental resistance. Use buffs to increase your party's attacks and use debuffs against the boss. You should win this battle easily with those tactics applied.

Once you've defeated this boss, the blocked room in the 2nd floor of Magatsu Inaba can be accessed. If you are able to clear the path before the deadline, then good; I suggest spending your remaining game time level-grinding and gathering yen and raw materials. I'll just discuss the tactics on how to defeat the last boss on the deadline.

12/9 FRI

Early Morning/ Cloudy

- Chat with Yukiko

Afternoon/ Cloudy

- Quiz answer: Insects (+knowledge)

After School/ Cloudy

- Magician, Emperor, Lovers, Hermit, Strength, Temperance available

Evening/Cloudy

- Devil available

12/10 SAT

Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

- Quiz answer: The big toe (+Knowledge)

After School/ Cloudy

- Priestess, Chariot, Hermit, Strength, Temperance available

Evening/Cloudy

- Tower available

12/11 SUN

Daytime/ Cloudy

- Emperor, Lovers, Hermit, Death available

Evening/Cloudy

- Free time

12/12 MON

Early Morning/ Cloudy

- Chat with Kanji

After School/ Cloudy

- Priestess, Magician, Hermit, Strength, Fortune, Hanged Man, Sun, Temperance available

Evening/Cloudy

- Free time

12/13 TUE

Early Morning/ Cloudy

- Gossip

After School/ Cloudy

- Fortune, Chariot, Hermit, Strength, Hanged Man, Sun available

Evening/Cloudy

- Tower available

12/14 WED

Early Morning/ Cloudy

- Chat with Naoto

After School/ Cloudy

- Priestess, Magician, Hermit, Emperor, Moon, Hanged Man, Sun available

Evening/Cloudy

- Devil available

12/15 THU

Early Morning/ Cloudy

- Gossip

After School/ Cloudy

Priestess, Fortune, Hermit, Strength, Moon, Hanged Man, Sun available

Evening/Cloudy

- Devil, Tower available

12/16 FRI

Early Morning/ Cloudy

- Chat with Rise

After School/ Cloudy

- Lovers, Hermit, Temperance, Moon, Hanged Man available

Evening/Cloudy

- Devil available

12/17 SAT

Early Morning/ Cloudy

- Gossip

Morning/ Cloudy

Quiz answer: That it follows something (+Expression, Chariot link)

After School/ Cloudy

- Magician, Chariot, Hermit, Temperance, Fortune, Strength available

Evening/Cloudy

- Tower available

12/18 SUN

Daytime/ Cloudy

- Lovers (last chance) available

- Priestess, Emperor, Hermit, Death

Evening/Cloudy

- Free time

12/19 MON

Early Morning/ Cloudy

- Chat with Chie

After School/ Cloudy

- Chariot (last chance) available

- Magician, Hermit, Fortune, Hanged Man, Temperance, Sun available

Evening/Cloudy

- Free time

12/20 TUE

Early Morning/ Cloudy

- Gossip

After School/ Cloudy

- Priestess (last chance) available

- Hermit, Strength, Hanged Man, Sun available

Evening/Cloudy

- Tower available

12/21 WED

Early Morning/ Cloudy

- Chat with Yosuke

Afternoon/ Cloudy

Quiz answer: It's a sign of royal blood (+Expression, Magician link)

After School/ Cloudy

- Magician (last chance) available

- Emperor, Hermit, Fortune, Hanged Man, Moon available

Evening/Cloudy

- Devil available

[SUGGESTED DEADLINE]

You must defeat the boss on this day otherwise, the Christmas event will not take place

12/22 THU

Early Morning/ Cloudy

- Gossip

After School/ Cloudy

- Final chance for the remaining links: Emperor, Strength, Hanged Man, Moon, Sun, Hermit

- FINAL BATTLE -

This is it, the final battle. You should have spent your days training your characters. LV78-82 are pretty safe levels to face the boss. You should have stocked up with all supplies you can afford and upgraded your main party's equipment. I suggest sticking with your original powerhouse: Leader, Yukiko, Yosuke and Chie. If you have maxed their links, then that will make your upcoming battles easier. Head to the Magatsu Inaba 3F and save at the save point. Watch more scenes and the battle will commence.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Adachi				Light, Dark		6807XP, 3000Y

This is the first of the two part battle and you just need to consider as a warm up. As usual, start the battle by buffing your party and debuffing the enemy. He will use Heat Riser to increase his own stats but that shouldn't be a problem if you have Yosuke around. Use Dekaja to remove the boss' stat bonuses. I suggest bring Yoshitsune (Hexagon fusion) in this battle since that persona can learn Heat Riser, which you can use to your allies. He will use Vorpal Blade to deal damage to everybody so if you have accessories that can reflect or help your characters evade physical attacks, you should equip it in this battle. Just keep everybody healthy and use the tactics described above whenever the situation arises.



Watch the next scenes and prepare for the next battle.



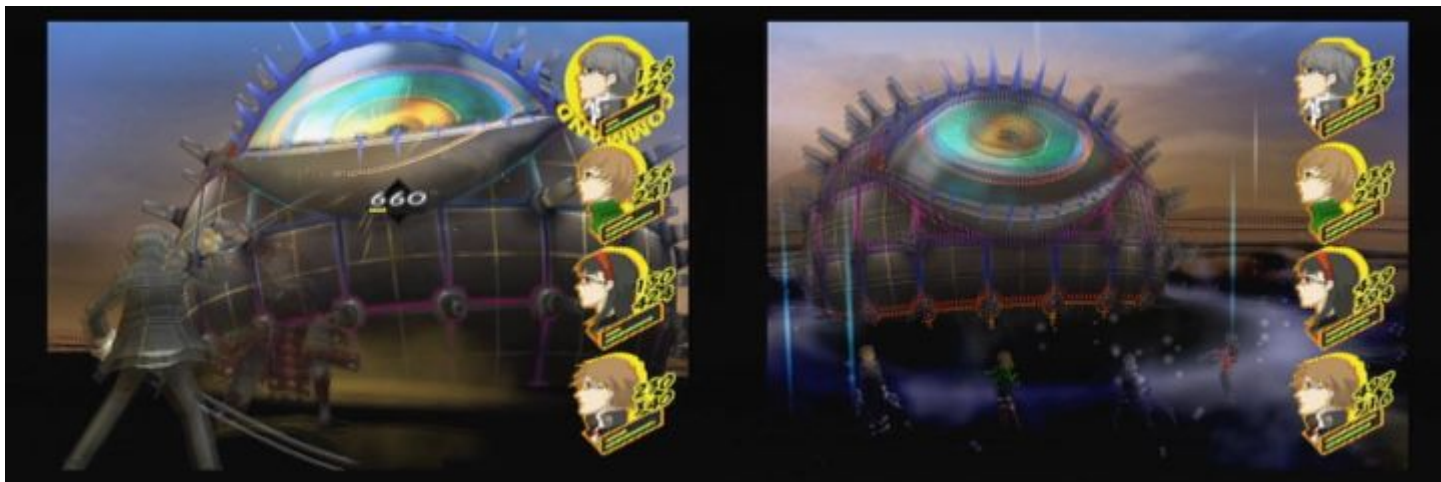
Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Ameno-Sagiri				Light, Dark		

If you're really hurt from the last battle, don't hesitate to use a Soma on the first turn to replenish your party's HP and SP. You will definitely need buffs and any debuffing skills in this battle. Once problem you must face in this battle is that the boss attacks twice per turn. The boss will most likely use -dyne skills then an all-party phys attack called Agneyastra. If you brought anti-phys equipment and persona for the first battle, you'll be enjoying their benefits too in this battle. Using Power/ Mind Charge during this battle can help out a lot offensive-wise.



When down to 75%HP, the boss will use Nebula Oculus that will inflict about 100-200 damage to everybody, depending on your levels. Since you'll need to cast Mediarahan every turn, you'll need to have dedicated healer, and have the Chakra Ring equipped to him/her. You'll also need all the SP recovery items you have in your inventory for continuous healing.

When down to 50% HP, the boss will use Bewildering Fog which will protect him from attacks while charging up for a powerful attack. During this turn, he will start using Mind Charge and buffs to increase his stats. After he casts buffs to himself, you should have everyone guard and prepare to endure the following attack. You should use Dekaja to remove his buffs afterwards. He will also start using Megidola at this point.



When near death, the boss will start using Quake that can knock your characters down. You should use the Masukukaja and Sukunda combo here to lower your chances of getting hit. Just continue what you're doing and you should outlast him.

Watch the following scenes.



12/23 FRI

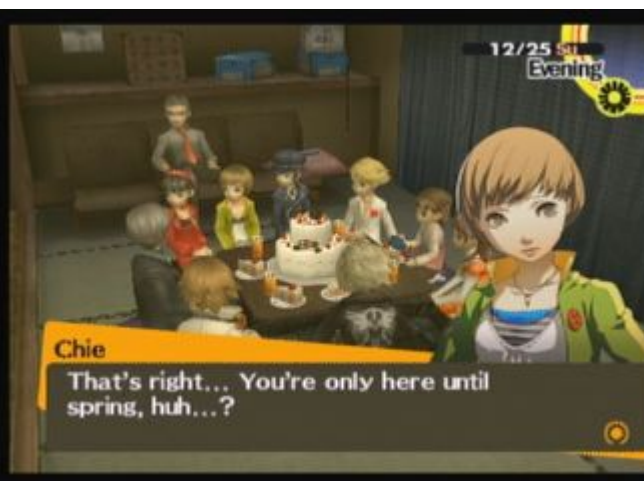
Evening/ Cloudy

- You'll receive a text message from a close friend to spend the Christmas Eve the next day. If you have multiple girlfriends, you'll need to cancel the first ones until you get the one you prefer. After the scene, you'll get an accessory depending on who you spent time with. You won't get this event if you defeat the final boss on the 23rd or 24th.

12/24 SAT
Evening/ Cloudy
- Scene. Can save.



12/25 SUN
Daytime/ Sunny
- Scenes



3/20 MON
Daytime/ Sunny
- You'll have the chance to talk to all your friends that you have maxed social links. I suggest saving your game before you talk to your last friend since there is still something you can do to extend your gameplay. I will be discussing that later.



Yosuke	Junes Food Court
Teddie	Junes Food Court alongside Yosuke if you maxed the Magician link. Otherwise, he's located in front of the Shiroku store
Chie	In front of the bookstore
Margaret	In front of the alternate entrance to the velvet room
Rise	In front of the tofu shop
Fox	In the shrine
Kanji	In front of the textile shop
Naoki	In front of the liquor store
Kou/Daisuke	Inside Chinese Diner Aiya
Yukiko	Take the bus from the bus stop to Amagi Inn
Sayoko	Take the bus from the bus stop to Inaba Municipal Hospital
Eri	Take the bus from the bus stop to the hill overlooking town
Naoto	1 st floor classroom building hallway
Ai	1 st floor classroom building lobby, by the shoe lockers
Ayane	Music room
Yumi	Meeting room, 1F Practice Building
Ryotaro	In front of their house
Nanako	In front of their house
Hisano	By the riverbed
Shu	In front of the Shiroku Store

After talking to everybody you maxed links with, you'll be asked to return to your home. Do so and you'll view the normal ending.

3/21 TUE



CONGRATULATIONS FOR FINISHING THE GAME

P4
Persona 4



P.A.

HAYSTE

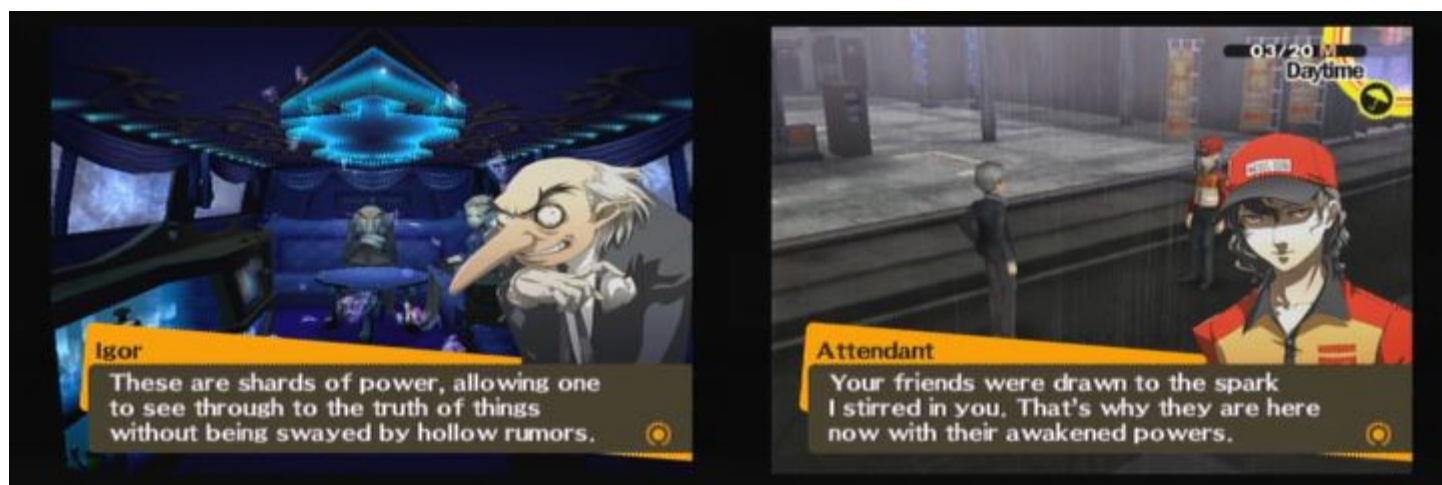
TRUE ENDING

The following steps are completely optional. Remember that this “extended” gameplay is all about dungeon crawling so make sure you’ve saved your game in the outside world; once you’re inside the TV, there’s no way that you can exit. Do the following steps to unlock the new dungeon and view the true ending.

1. After talking to everybody you have max links with, you’ll be asked if you want to return home. Select **NO**.
2. Head to Junes and examine the elevator. Select **No** again. Examine it again and select **“I’m not finished yet”**. Answer **“Yes”** afterwards. Watch the following scenes.



3. Once in control, head to Samegawa Flood Plain and talk to Ryotaro and Nanako by the riverbed.
4. Go to the Central Shopping District and enter the Velvet Room. Igor will give you the **Orb of Sight**. Upon exiting, it will start to rain.
5. Talk to the attendant standing by the Gas Station. Keep on talking to him and don’t leave him until you squeeze every bit of info from him.



6. Head to Junes and gather everyone at the food court. Prepare your team and enter the TV World.

The new dungeon will be available upon your arrival. You will also have access to the weapon shop and Shiroku store from the exit or by simply pressing SQUARE. Since it is constantly raining, you can hunt rare shadows you haven’t faced yet. Also, the Shiroku store will always have a permanent discount on the items. The fox is also here for your SP recovery needs. As an added bonus as well, all fused persona will have a bonus to stats. If you have managed to max all social links, Margaret will give you a **Mandara Robe** on your next visit to the Velvet Room. This piece of armor won’t offer that much protection but it does provide +50% experience bonus. It also has the highest evasion rate you can get in armor so far. Pair this with Musashi Shinai to boost your experience gains.

Finally, you should consider building your ultimate party now. It’s no use to try leveling up everybody so concentrate in building your main fighting party. I suggest you consider to train: Yosuke, Teddie and Yukiko. Phys attacks do too little damage to the last boss so Chie won’t be that effective. Not to mention that her ice attacks are weak. Teddie can act as an offensive spellcaster and a healer at the same time. Naoto’s skills are pretty ineffective in the last fight as well so you may not bring her. As for Kanji, he can act as a physical attacker and his lightning attacks don’t do that much damage either. Once ready, talk to Rise to enter the new dungeon.

+ TV WORLD - YOMOTSU HIRASAKA +

This dungeon is nine floors deep with 3F and 6F floors fixed. Bosses are located on those floors as well as the final floor where the real final boss is waiting. This dungeon resets everytime you leave it, as well as the items. You can revisit the previous floors to loot the chests as many times as you want. Since the enemies here are quite dangerous, I suggest returning to the entrance after you reach each floor to save.



Enemy	Weak	Strong	Repel	Null	Absorb	Drop
Divine Mother	Fire, Wind				Ice, Elec	Silver Fox Fur
Wrathful Book			Light, Dark			Prophecy Orb
Crazy Twins	Fire, Light			Dark	Phys	Ill Will Claw
Eternal Sand	Elec			Dark		Mobius Sand
Pure Papillion						Love Scale
Emperor Beetle	Elec	Phys				Platinum Shell
Primitive Idol						Force Rock
Silent Nyogo						Red-Gold Cord
Grand Magus	Ice, Wind Dark	Phys, Fire, Elec				Living Metal
Grudge Tower	Ice				Fire	Crown of Truth
Mistress Pot	All elements		Phys, Light, Dark			Klein Bottle
Phantom Hero	Fire, Dark		Light			Demon Cloth
Doom Sword	Ice, Dark			Light		Holy Gold Lump
Gracious Cupid						Pure White Bead
Eternal Eagle	Ice	Fire				Death Sentence
Jotun of Grief	Wind, Light	Phys		Dark		Ripper Horse
Moon Okina	Elec	Phys	Ice			Sephirot Staff
Next Gene	Phys				All elements	Unknowable Fiber
Berserk Turret	Elec	Phys				Bull's Eye Shot
Ptarmigan Panzer						Unknown Barrel

Rebellious Cyclops	Ice			Elec		Bloody Thorn
Stoic Snake	Fire	Phys				Forbidden Scale
Acheron Seeker	Light				All elements	Mysterious Eye
Rampage Drive	Elec	Wind				Platinum Gear
Brilliant King		Phys		Light, Dark		Silver String
El Dorado Beast	Ice			Light, Dark		Merciless Cord
Reckoning Dice			All elements			Vengeance Steel
Heartless Machine	Phys, All elements					Pyroxene Fiber
Neo Minotaur	Fire	Phys				Tyrannical Hide
Successful Junshi	Elec, Wind	Phys			Fire, Ice	Invincible Felt
Void Giant				All (except phys)		Soul-death Steel

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Neo Minotaur				Light, Dark		4179XP, 520Y



This boss just has normal attacks and Rampage. Have your main character equip a physical-based persona that can endure this boss' attacks. Bring a healer in your party since this boss can really dish out heavy damage with its Rampage attack.

Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Sleeping Table				Light, Dark		8476XP, 520Y



This boss will use Maragidyne, Megidolaon and Mahamaon as offensive skills. You should bring a persona that can endure/repel light and fire to avoid getting killed instantly. You should also equip your main character with an accessory that prevents Fear since this boss will use the Evil Smile + Ghastly Wail combo to kill off your frightened characters. Teddie has Amrita and Yukiko has Salvatation/Me Patra so make sure you have them in your party. Fortunately, this boss doesn't have any elemental strengths so you can hit it with anything you have.

Before you fight the final boss, I suggest getting your best gears and selling them. You won't be able to carry almost all of your stuff but your money can be carried over to your next game. Also, make sure to fuse and register all personas you can create at the moment. Your compendium data will be carried over as well. Prepare your best party and gear and face the real last boss of the game.

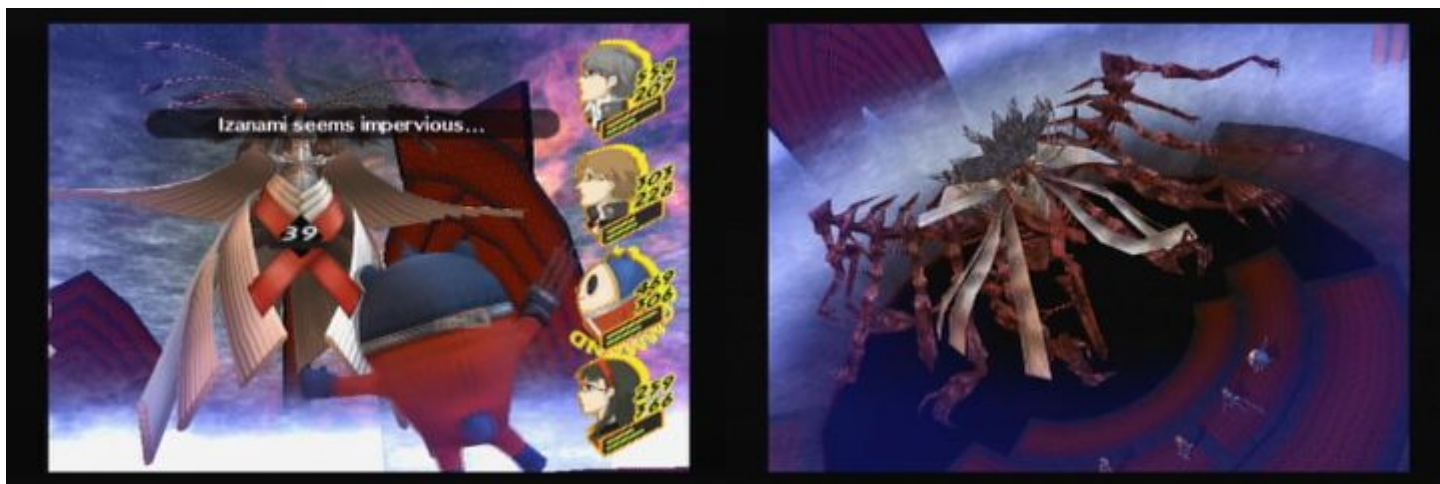


Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Izanami				Light, Dark		



First thing first, this boss has access to all elemental attacks though the majority of her attacks are elec-based. As much as possible, don't bring anybody with a weakness against an element. If you ever do, equip him/her with an accessory that will cover that weakness. Switch all your characters to Direct Command to gain full control of the battle. About halfway her HP, she'll start to use Megidolaon which can basically go through any of your resistances. Physical attacks are pretty weak during this battle so you may consider on concentrating with elemental attacks instead. Make sure to guard after she starts using Mind Charge to avoid critical damage to be inflicted to your party. It will also use Stagnant Air then Poison Mist to poison everybody. This shouldn't be a problem as long as you have somebody that can use Salvation or Amrita.

When near death, your magical attacks will start to miss so start attacking with normal attacks and survive a few turns. Keep everybody healed during these last few turns and watch the scenes afterwards. This will trigger the second and hardest part of the battle.



Boss	Weak	Strong	Repel	Null	Absorb	Rewards
Izanami-no-Okami				Light, Dark	Elec	



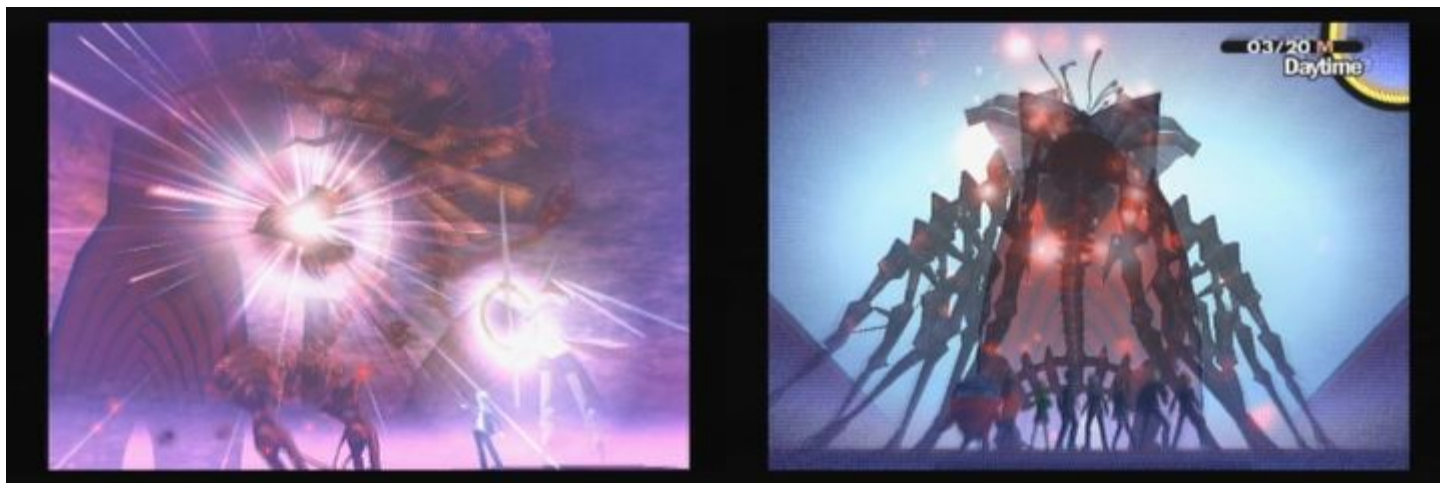
Use a Soma (you should have one) at the start of the battle. Now she'll have the ability to absorb electrical attacks so avoid using a persona that can repel elect attacks. She can attack twice per turn now but since you have dealt with at least a couple of similar bosses before, you should already know how to counter or remove any negative effects the boss will try to inflict to your party. Sometimes, the boss can be nasty; it will use Mind Charge then it will lower your party's defenses. At this point, you can guard or have somebody use Dekunda to remove that status penalty to your party.

You will really need to use buffs such as Masakukaja and debuffs like Sukunda for your party to evade most of the attacks. You'll need a dedicated healer throughout this battle but make sure to use recovery items whenever you have the chance. When near death, the boss will start using skills that will damage and inflict status ailments to your characters. You may need to use Amrita + Mediarahan or better yet Salvation every turn to keep up with this. Keep using Masakukaja + Sukunda combination once in a while to improve your chances of evading her attacks. Debilitate is the exact opposite of Heat Rise which lowers the stats of a character. Use Dekunda to remove its effects.



Near the end of the battle, the boss will use Thousand Curses which will remove any character from the battle. As part of the story, your character should be hit by this attack but if your links with your team mates are maxed, they'll most likely push your main character away and get hit by the curse instead. Just wait until your character gets eaten up by darkness and watch the following scenes.

During the following events, Izanagi will transform into Izanagi-no-Okami. Your character will withstand all the following attacks and when you get your turn, you'll only have one skill to use: Myriad Truths. This will ultimately end the battle. Watch the true ending; you deserved it.



Congratulations!



POST- GAME NOTES

Things that will be carried over:

- Core stats (Knowledge, Courage, Expression, Understanding, Diligence)
- Persona slots (12)
- Compendium, along with Margaret's discount items
- Max link items, that will allow you to create ultimate personas of the maxed links if not registered in the compendium from the last playthrough
- Money

Changes on your next playthrough:

- Can now summon ANY persona, regardless of level
- New conversation options available
- If you viewed the True Ending, Izanagi-no-Okami can be summoned after 7/10
- The Reaper can be found from normal chests inside dungeons where you defeated the optional bosses. Fortunately, the game will warn players if the chest contains the Reaper. Previous players of P3 should know how challenging this shadow is. However, he drops the best armor and weapons in the game if ever you succeed in defeating him.
- Can now challenge Margaret inside Heaven (available only during the True Ending path). You must have defeated all optional bosses and maxed the Empress link before 3/20.



Fusion Forecast

When fusing a persona on a specific day, the new persona may be entitled to a bonus, so long as you meet the requirements for that day. These bonuses include earning additional experience, extra stat boost or learning a rare skill. These requirements vary from each day and won't be available every day. Refer to the list below to learn which days are most suitable to perform fusions.



Day	Fusion Effect
	April 2011
4/18	Extra stat boost for any persona created
4/19	Created personas under Magician Arcana will learn Zio
4/21	Created Archangel learns Agi and gains extra stat boost
4/23	If Ghou and Orobashi are used in a fusion, resulting persona will learn Rakunda
4/24	A skill can be randomly changed for any persona created
4/25	If Ghou and Cu Sith are used in a fusion, resulting persona will learn Media and get extra stat boost
4/27	Extra stat boost for any persona created
4/28	Created Berith learns Mabufu
4/29	Extra stat boost for any persona created
	May 2011
5/1	Created Jack Frost will learn Resist Fire and get extra stat boost
5/2	Extra stat boost for any persona created
5/5	A skill can be randomly changed for any persona created
5/6	Created personas under Hierophant Arcana will learn Dodge Fire
5/7	Extra stat boost for any persona created
5/12	Created Ara-Mitama will learn Auto-Tarukaja
5/18	A skill can be randomly changed for any persona created
5/19	Created personas under Justice Arcana will receive extra S.Link Bonus experience and will learn Maragi
5/20	A skill can be randomly changed for any persona created
5/21	Created personas under Priestess Arcana will receive extra S.Link Bonus experience and will learn Resist Dizzy
5/24	If Andra is used in a fusion, resulting persona will learn a wind-based skill
5/25	A skill can be randomly changed for any persona created
5/28	Created King Frost will learn Growth 1
5/31	If Shiisa is used in a fusion, the resulting persona will receive extra stat boost and extra S.Link Bonus experience.
	June 2011
6/2	Created personas under Magician Arcana will learn a recovery skill and will get extra stat boost

6/3	Created Ares will learn Null Poison
6/4	Extra stat boost for any persona created
6/7	Created personas under Hanged Man Arcana will learn an ice-based skill and will get extra stat boost
6/9	If personas under Moon and Devil arcana are both used in a fusion, resulting persona will get Wind Boost
6/10	Extra stat boost for any persona created
6/12	Created Incubus will learn Null Ice
6/13	If Rakshasa and Matador are used in a fusion, resulting persona will learn Resist Ice and will get extra stat boost
6/14	Extra stat boost for any persona created
6/21	Any persona created will receive extra stat boost, extra S.Link bonus experience and learn a recovery skill
6/24	A skill can be randomly changed for any persona created
6/25	Extra stat boost for any persona created
6/27	A skill can be randomly changed for any persona created
6/28	If Yomotsu-Ikusa is used in a fusion, resulting persona will learn a wind-based skill
6/30	If Titania and Makami are used in a fusion, resulting persona will learn Bufula and get extra stat boost.
	July 2011
7/1	Extra stat boost for any persona created
7/4	A skill can be randomly changed for any persona created
7/5	Created personas under Emperor Arcana will learn a -kaja skill.
7/8	Extra stat boost for any persona created
7/9	Extra stat boost for any persona created
7/12	If Unicorn is used in a fusion, resulting persona will learn a fire-based skill and get extra stat boost
7/14	A skill can be randomly changed for any persona created
7/15	A skill can be randomly changed for any persona created
7/16	Extra stat boost for any persona created
7/18	Created Flauros will learn Power Charge
7/24	If Pyro Jack is used in a fusion, resulting persona will learn ice-based skill
7/26	Extra stat boost for any persona created
7/29	If any persona under Sun Arcana is used in a fusion, resulting persona will learn Growth 2
7/30	A skill can be randomly changed for any persona created
	August 2011
8/1	Extra S.Link Bonus experience for any persona created
8/2	If Samael is used in a fusion, resulting persona will get extra stat boost and a skill can be randomly changed
8/4	A skill can be randomly changed for any persona created
8/5	A skill can be randomly changed for any persona created
8/6	If Orthus and Yatagarasu are used in a fusion, resulting persona will learn Null Exhaustion and get extra S.Link bonus experience
8/7	Extra S.Link Bonus experience for any persona created
8/10	Any persona created will learn -kaja skill
8/11	Extra stat boost for any persona created
8/12	Extra stat boost for any persona created
8/13	If a persona under Death Arcana is used in a fusion, resulting persona will learn Mediarama and get extra S.Link bonus experience

8/14	Extra stat boost for any persona created
8/22	A skill can be randomly changed for any persona created
8/23	A skill can be randomly changed for any persona created
8/24	Extra S.Link Bonus experience for any persona created
8/25	Extra stat boost for any persona created
8/26	A skill can be randomly changed for any persona created
8/27	Created Rangda will learn Null Ice
8/29	A skill can be randomly changed for any persona created
8/30	A skill can be randomly changed for any persona created
	September 2011
9/2	Extra S.Link Bonus experience for any persona created
9/3	If a persona under Moon Arcana is used in a fusion, resulting persona will learn a -kaja skill and get extra S.Link bonus experience
9/4	A skill can be randomly changed for any persona created
9/5	A skill can be randomly changed for any persona created
9/6	Extra stat boost for any persona created
9/7	Created Cu Chulainn will get extra stat boost and learn Null Elec
9/13	Extra stat boost for any persona created
9/14	If Hanuman and Hitokoto-Nushi is used in a fusion, resulting persona will learn Arms Master
9/16	A skill can be randomly changed for any persona created
9/17	If Leanan Sidhe is used in a fusion, resulting persona will learn ice-based skill and will get extra S.Link bonus experience
9/18	A skill can be randomly changed for any persona created
9/21	Created Tamlin will learn Amrita, get extra stat boost and extra S.Link bonus experience
9/22	Extra S.Link Bonus experience for any persona created
9/25	If Throne is used in a fusion, resulting persona resulting persona will learn ice-based skill, will get extra S.Link bonus experience and a skill can be randomly changed
9/27	A skill can be randomly changed for any persona created
9/28	Extra stat boost for any persona created
9/30	Extra S.Link Bonus experience for any persona created
	October 2011
10/1	If a persona under Hermit Arcana is used in a fusion, resulting persona will learn a recovery skill and get extra S.Link bonus experience
10/3	A skill can be randomly changed for any persona created
10/4	Extra stat boost for any persona created
10/5	Extra stat boost for any persona created
10/8	Created Raphael will learn Mind Charge
10/9	Extra stat boost for any persona created
10/10	Extra S.Link Bonus experience for any persona created
10/12	Extra stat boost for any persona created
10/16	If personas under Justice and Priestess Arcanas are both used in a fusion, resulting persona will learn Repel Fire
10/21	If a persona under Empress Arcana is used in a fusion, resulting persona will get extra S.Link bonus experience and stat boost
10/22	Extra stat boost for any persona created
10/23	Extra S.Link Bonus experience for any persona created

10/25	Created Garuda will learn Spell Master, will get stat boost and S.Link bonus experience
10/26	A skill can be randomly changed for any persona created
10/31	A skill can be randomly changed for any persona created
	November 2011
11/2	If Cerberus is used in a fusion, resulting persona will learn Samare-carm and get extra stat boost
11/3	A skill can be randomly changed and extra S.Link Bonus experience for any persona created
11/4	Extra stat boost for any persona created
11/7	A skill can be randomly changed for any persona created
11/8	Created Daisoujou will learn Mind Charge
11/9	A skill can be randomly changed for any persona created
11/11	Extra stat boost for any persona created
11/12	If a persona under Magician Arcana is used in a fusion, resulting persona will learn an elec-based skill and receive S.Link Bonus experience
11/13	A skill can be randomly changed and extra stat boost for any persona created
11/15	Created Siegfried will receive extra boost and will learn Enduring Soul
11/18	Extra stat boost for any persona created
11/19	Created Nebiros will learn Ali Dance and will get S.Link Bonus experience
11/20	Extra stat boost for any persona created
11/24	Created Kartikeya will learn Angelic Grace
11/26	Created persona under magician arcana will learn Marakukaja
	December 2011
12/8	Created Hell Biker will learn Evade Ice and will get extra stat boost
12/11	If personas under Judgement arcana is used in a fusion, resulting persona will learn a fire-based and lightning-based skill and extra stat boost
12/12	Extra S.Link Bonus experience for any persona created
12/13	A skill can be randomly changed for any persona created
12/15	Created Alice will learn Angelic Grace
12/16	Extra stat boost for any persona created
12/17	Extra S.Link Bonus experience for any persona created
12/19	Created Yoshitsune will learn Arms Master
12/21	Created Ishtar will learn a fire-based skill and Insta-Heal
12/23	Extra S.Link Bonus experience and stat boost for any persona created
12/24	Created Yoshitsune will learn Debilitate
	March 2012
3/20	Extra stat boost for any persona created

Restricted Fusions

What are Special/ Restricted Fusions?

There are some personas in the game that can't be created by normal means. Some personas will only become available past a certain date or after maxing a Social Link. Even if you attempt to fuse the required personas without meeting the requirement, you'll only produce a different persona. However, there is a unique Persona that that can only be produced on your second playthrough and after viewing the true ending. Please refer to the table below.

What is the significance of July 10?

This is the time when Cross, Pentagon and Hexagon Fusions become available

Persona	Requirements
Neko-Shogun	After 7/10
Tamlin	After 7/10
Yoshitsune	After 7/10
Black Frost	After 7/10
Yatsufusa	After 7/10
Trumpeter	After 7/10
Loki	Max Fool S.Link
Mada	Max Magician S.Link
Scathach	Max Priestess S.Link
Isis	Max Empress S.Link
Odin	Max Emperor S.Link
Kohryu	Max Hierophant S.Link
Ishtar	Max Lovers S.Link
Futsunushi	After 7/10, max Chariot S.Link
Sraosha	Max Justice S.Link
Ongyo-Ki	After 7/10, max Hermit S.Link
Norn	Max Fortune S.Link
Zaou-Gongen	Max Strength S.Link
Attis	Max Hanged Man S.Link
Mahakala	After 7/10, Max Death S.link
Vishnu	Max Temperence S.Link
Beelzebub	After 7/10, Max Devil S.link
Shiva	Max Tower S.link
Helel	Max Star S.link
Sandalphon	Max Moon S.link
Asura	Max Sun S.link
Lucifer	After 7/10, Max Judgement S.link
Izanagi-no-Okami	After 7/10 on second playthrough and after viewing true Ending

What are Unique Fusions?

There are unique personas that can only be created by fusing specific personas. These are fixed fusions that ignore applicable rules to fusions. There are also some unique fusions that are part of the special fusions list. Refer to the other mini-guide with the same title for details. Knowing this is important if you are aiming to complete the compendium or the persona database in the game.

Persona	Spread Type	Required Personas
Ardha	Normal	Shiva, Parvati
Shiva	Normal	Rangda, Barong
Alice	Normal	Belial, Nebiros
Norn	Triangle	Clotho, Lachesis, Atropos
Neko-Shogun	Cross	Ara Mitama, Kusi-Mitama, Saki-Mitama, Nigi-Mitama
Tamlin	Cross	Gdon, Phonenix, Narasimha, Oni
Kohryu	Cross	Byakko, Suzako, Genbu, Seiryu
Ongyo-Ki	Cross	Kin-ki, Sui-ki, Fuu-ki, Oni
Yoshitsune	Pentagon	Hachiman, Masakado, Okunishi, Hikoto-nushi, Shiki-ouji

Black Frost	Pentagon	Pyro Jack, Jack Frost, King Frost, Pixie, Ghoul
Yatsufusa	Pentagon	Thoth, Orthus, Makami, Narasimha, Mothman
Futsunushi	Pentagon	Atavaka, Triglaf, Kin-ki, Ares, Neko-Shogun
Trumpeter	Hexagon	Matador, White Rider, Daisoujou, Pabilsag, Taowu, Taotie
Mahakala	Hexagon	Matador, White Rider, Daisoujou, Trumpeter, Hell Biker, Mother Harlot.
Beelzebub	Hexagon	Belial, Belphegor, Baal Zebul, Seth, Mot, Pazuzu
Lucifer	Hexagon	Ananta, Michael, Metatron, Trumpeter, Satan, Anubis
Izanagi-no-Okami	Dodecagon	Izanagi, Sandman, Nata-Taishi, Girimekhala, Norn, Okunishi, Kartikeya, Orthus, Mithra, Tzitzimiti, Cu Chulainn, Legion

Skill Inheritance

Transferring of Skills through Fusion

When fusing personas, you'll be able to get a preview of the skills that will be inherited to the created persona. The inherited skills are derived from the base personas you used for the fusions. In case you don't want the displayed skill set, you can "refresh" the list by cancelling the fusion and selecting the base personas again. Remember that the number of skills that will be transferred to the new created persona is based on the total number of skills between the base personas you're using for the fusion. Also, the skills the new persona gets is based on the new persona's inheritance type.

Number of Transferred Skills

Personas can only hold eight skills and they can learn 5-8 skills naturally by leveling up. With this in mind, having too many skills to choose from isn't entirely a good thing. If all eight slots are filled, players will need to choose what skills to keep and discard. It is always a challenge to decide what skills to keep, especially if they are equally high-leveled and useful.

Total Skills	Inherited
5 or less	1
6 to 8	2
9 to 11	3
12 to 23	4
24 or more	5

Skill Inheritance

The type of skills that can be inherited by a persona is determined by *Inheritance Type*. For example, a persona with an Inheritance Type of FIRE can always learn Fire-based skills but will never learn Ice-Based Skills. They can learn skills from other types but with lesser probability. Refer to the table below on what skills may or may not be transferred for every inheritance type. Passive skills in the other hand are not affected by Inheritance Type. Since they are always active as long as it is in the persona's skill slot, there will be always a low probability that they can be carried over to the new persona regardless of the type. The only exception for this is the *Ailment* inheritance type which allows passive skills to be transferred with moderate probability.

Inheritance Type	Probability to Inherit Skill Type			
	High	Moderate	Low	Never
Fire	Fire	Physical, Light, Dark, Ailment	Elec, Wind, Almighty, Recovery, Support	Ice
Ice	Ice	Physical, Light, Dark, Ailment	Elec, Wind, Almighty, Recovery, Support	Fire
Elec	Elec	Physical, Light, Dark, Ailment	Fire, Ice, Almighty, Recovery, Support	Wind
Wind	Wind	Physical, Light, Dark, Ailment	Fire, Ice, Almighty, Recovery, Support	Elec

Light	Light, Recovery	Fire, Ice Elec, Wind, Support	Almighty	Physical, Dark, Ailment
Dark	Dark	Fire, Ice Elec, Wind, Ailment	Almighty, Support	Physical, Light, Recovery
Almighty	Almighty	Fire, Ice Elec, Wind, Light, Dark	Physical, Ailment, Recovery, Support	-----
Physical	Physical	Support, Recovery	Almighty, Light, Dark	Fire, Ice, Elec, Wind, Ailment
Ailment	Ailment	Dark, Support	Almighty	Physical, Light, Recovery
Recovery	Recovery	Fire, Ice Elec, Wind, Almighty, Light, Support	Ailment	Physical, Dark
Support	Support	Physical, Fire, Ice Elec, Wind, Light, Recovery	Almighty, Dark, Ailment	-----

Unique Skills

There are also unique skills that can't be transferred by any means. These are exclusively learned by the persona that owns them and will not appear in the available skill sets during fusion.

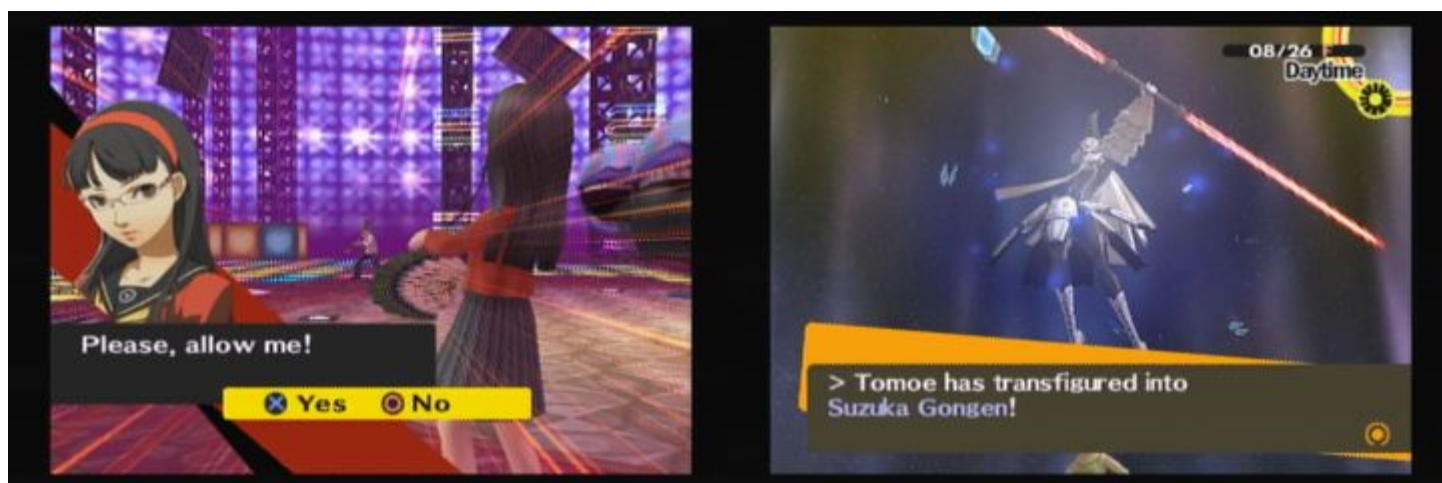
Skill	Persona
Heaven's Blade	LV78 Michael, Metatron
Pralaya	LV87 Shiva
Hassou Toubi	LV83 Yoshitsune
Ragnarok	LV74 Surt
Nilfheim	LV70 Loki
Thunder Reign	LV70 Thor
Panta Rhei	LV81 Odin
Black Viper	LV81 Satan
Morning Star	LV94 Helel
Samsara	LV67 Daisoujou
Die for Me!	LV79 Alice
Heat Raiser	LV77 Yoshitsune LV74 Trumpeter
Debilitate	LV73 Trumpeter LV79 Norn
Unshaken Will	LV92 Asura

Combat and Social Links



Since social links is a important aspect of the game, it is good to know that developing your party members' social links will also improve their performance in battle. After reaching certain S.Link ranks, they'll be able to perform actions that won't be readily available. Consult the table below to learn the advantages of increasing your party members' social links. That said, you should prioritize developing your team mates' links to increase your efficiency in battles.

Rank	Effect
1	Character will take a mortal blow for the main character
3	Possibly perform a follow up attack after an enemy is knocked down by an ally
5	Chance to help an ally to stand up after getting knocked down, after knocking down the enemy
7	Chance to cure an ally from Rage, Confusion, Fear or Silence after knocking down the enemy
9	Endure a mortal blow in combat once per battle (HP will be reduced to 1 instead of 0)
10	Character's persona will evolve into an ultimate form with superior resistances



As you progress in the game, you'll get a support character named Rise. Though she never joins the actual battles, her intel and support skills are indispensable. The benefits for developing her Social Link rank is a bit different than your other party members.

Rank	Effect
3	Learn Treasure Search : See the location of all treasure chests on the floor
6	Learn Enemy Radar : See the location of all enemies on the floor
7	Learn Affinity Search : Know the weak points of enemies during battle.

Social Links

This section will contain all the information you need to establish, improve and repair social links. This section will also outline the best answers you can give during conversations to help speeding up the development of your links. Note that some answers can't be selected unless you have a higher core stat.

Also, most of your S.links will be unavailable during rainy days and the week before the exams. Good thing is that the game offers a variety of ways to increase your link and increase your core stat. Your team members are available even during summer vacation or some holidays so make sure to prioritize spending time with friends that are available only during school days. Certain female social links can get you into a serious relationship. Though the game will warn that you have a serious relationship with another girl, you can actually have more than enough girlfriends. There isn't really an advantage or disadvantage by having or not having a GF so feel free if you'll stick to one or if you'll hit on a girl in any chance you'll get.

FOOL - INVESTIGATION TEAM

(No corresponding persona needed; will level up as story progresses)

Fool 1:	4/17 (story)
Fool 2:	4/30 (story)
Fool 3:	5/18 (story)
Fool 4:	6/6 (story)
Fool 5:	7/10 (story, after Teddie joins)
Fool 6:	7/10 (story, after Rise joins)
Fool 7:	7/27 (story)
Fool 8:	10/06 (story, after Naoto joins)
Fool 9:	11/06 (story)
Fool 10:	12/03 (story) Ability to fuse Loki

MAGICIAN - YOSUKE HANAMURA

Available: SU/M/T/ST (except when raining) Schedule irregular in April/May
Location: School Days - Classroom Building, near staircase
Free days (Sunday, Holidays, etc) - Junes lobby

Magician 1:	Event on 4/16 (Automatic)
Magician 2:	[Conversation 1: "It must be tough"]
Magician 3:	[Conversation 1: "You're looking hairier"] [Conversation 2: Any]
Magician 4:	[Conversation 1: "You're incredible"] [Conversation 2: "That's the spirit!"]
Magician 5:	[Conversation 1: "Of course"] [Conversation 2: "I will soon"]
Magician 6*:	[Conversation 1: "No problem"] or "It was fun"

[Conversation 2: "Man, you're mature"]

Magician 7: [Conversation 1: Any]
[Conversation 2: Any]

Magician 8: [Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any] (*Will only appear if you chose option 2 during Magician 7 event*)

Magician 9: [Conversation 1: "Cheer up"]
[Conversation 2: "You're right"]

Magician 10: [Conversation 1: Any]
[Conversation 2: Any]
Acquire **Buddy's Bandage**
Jiraiya transforms into **Susano-o**

*Earn 5500Y as bonus

STRENGTH - DAISUKE NAGASE (Soccer Team) / KOU ICHIJIO (Basketball)

Available: T/TH/ST (except when raining)
Location: School days - Classroom Building, just outside room 2-1

(Daisuke)

Strength 1: Join the Basketball or Soccer Team on 4/19 onwards

Strength 2: [+Diligence]
[Conversation 1: Any]
[Conversation 2: "Thanks for the help"]

Strength 3: [+Diligence] (Automatic rank up)

Strength 4*: [+Diligence]
[Conversation 1: "Right on"]

Strength 5: [+Diligence]
[Conversation 1: "I'm just getting warmed up"]

Strength 6: [+Diligence]
[Conversation 1: "Anything for you guys"] (*Requires Understanding LV4*) Otherwise; select "No problem"

Strength 7: [+Diligence]
[Conversation 1: Any]
[Conversation 2: "Sounds good"] (*Choosing "You treated last time" gives a small Expression boost*)
[Conversation 3: "Could be"]
[Conversation 4: "We've got a problem"]
[Conversation 5: Any]

Strength 8: [+Diligence]
[Conversation 1: Stop them]
[Conversation 2: Any]
[Conversation 3: "Yes we do!"]
[Conversation 4: "That's his charm"]

Strength 9: [+Diligence]
[Conversation 1: "Could be"] or "I don't know"

Strength 10: [+Diligence]
Obtain **Spike Brush**

Ability to fuse **Zaou-Gongen**

**Pre-requisite to unlock Moon s. link*

CHARIOT - CHIE SATONAKA

- Available: Irregular
Location: School days - Rooftop
Free Days - South Shopping District, in front of Daidara Metalworks
- Chariot 1: Event on 4/18 (Automatic)
- Chariot 2: [Conversation 1: **"Right"**]
[Conversation 2: **"I'm cool with it"**]
- Chariot 3: [Conversation 1*: **1st choice**] (+Understanding) or **2nd Choice** (+Courage)
[Conversation 2: **"It's cute"**] (Courage 3 required) otherwise choose **"It's very feminine"**
- Chariot 4: [Conversation 1: **"Quit bagging on her"**] (Courage 3 required) otherwise choose **"None of your business"**
[Conversation 2: **Hold Chie's Hand**] (Courage 3 required) otherwise choose **"Crack a joke"**.
- Chariot 5: [Conversation 1: **"You look so happy"**]
[Conversation 2: **"I'll look out for her"**]
- Chariot 6: [Conversation 1: **"Exactly"**]
[Conversation 2: **"Of course"**]
- Chariot 7: [Conversation 1: **ANY**]
[Conversation 2: **"It's no trouble"**]
- Chariot 8: [Conversation 1: **"That's the first step"**] or **"It's hard to face yourself"**
- Chariot 9: [Conversation 1: **ANY**]
[Conversation 2: **"You protected the kid"**]
[Conversation 1: **ANY**] **1st choice leads to Serious Relationship**
- Chariot 10: [Conversation 1: **ANY**]
[Conversation 2: **ANY**]
Obtain **Wristbands**
Tomoe transforms to **Suzuka Gongen**
Ability to fuse **Futsunushi**

** Dialogue will be available if event is triggered after 11/3*

TEMPERANCE - ERI MINAMI

- Available: M/F/ST (except when raining)
Location: School days/ Free days - Shopping District South, Bus Stop
- Temperance 1: [+Understanding] Take Day Care Assistant job on 4/23 onwards. Will unlock automatically on the 2nd day
[Conversation 1: **Any**]
[Conversation 2: **Any**]
- Temperance 2: [+Understanding]
[Conversation 1: **"Yeah, I like kids"**] or **"I'm on the fence"**
[Conversation 2: **Any**]
- Temperance 3: [+Understanding]

[Conversation 1: Any]
[Conversation 2: Any]

Temperance 4: [+Understanding]
[Conversation 1: Any]
[Conversation 2: "You're right..."]
[Conversation 3: "Just let it go"]
[Conversation 4: Any]

Temperance 5: [+Understanding]
[Conversation 1: Any]
[Conversation 2: Any]

Temperance 6: [+Understanding]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
[Conversation 4: "Featherman R"]

Temperance 7: [+Understanding]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: "You're both afraid"]
[Conversation 4: "That's not true"]

Temperance 8: [+Understanding]
[Conversation 1: Any]
[Conversation 2: Any]

Temperance 9: [+Understanding]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
[Conversation 4: Any]

Temperance 10: [+Understanding]
Obtain Clover Bookmark
Ability to fuse Vishnu

SUN - YUMI OZAWA (Drama Club) / AYANE MATSUNAGA (Music Club)

Available: M/TU/TH (except on free days)
Location: School days - Classroom Building, 2F main staircase

(Yumi)

Sun 1: Join Drama or Music clubs on 4/25 onwards
[Conversation 1: Any]
[Conversation 2: Any]

Sun 2: [+Expression]
[Conversation 1: Any]
[Conversation 2: Any] **appears only if you select 2nd option in Conversation 1*
[Conversation 3: "I'll give it my all!"]

Sun 3: [+Expression]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]

Sun 4: [+Expression]

[Conversation 1: "No"] or "It was how you said it"
[Conversation 2: "Is something wrong?"] or "I'll help"
[Conversation 3: "I can't forget"]

- Sun 5: [+Expression]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: "Take care of yourself, too"]
[Conversation 4: "Yes, I do."]
- Sun 6: [+Expression]
[Conversation 1: "How's your mom?"]
[Conversation 2: Any]
- Sun 7: [+Expression]
[Conversation 1: "He's a kind father"]
- Sun 8: [+Expression]
[Conversation 1: Comfort her] or Cry with her
- Sun 9: [+Expression]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: "Take your time"] or "Don't stress over it"
- Sun 10: [+Expression]
Obtain Annotated Script
Ability to fuse Asura
[Conversation 1: Any] (1st option leads to serious relationship)
-

JUSTICE - NANAKO DOJIMA

Available: Irregular nights
Location: Dojima Residence, Living Room

Since Nanako is part of the story, make sure to max her social link before 11/3. If you fail to max her link before that date, you will never have the chance again to do so in your current playthrough.

- Justice 1: 5/3 (story)
- Justice 2: [Conversation 1: "Go ahead and ask"]
[Conversation 2: "That's right"]
[Conversation 3: 3rd choice] *
- Justice 3: [Conversation 1: "I'll go buy some"] or "Let's go buy some together"
[Conversation 2: "It's not Nanako's fault"] (Requires Courage LV3) otherwise select "I'm sorry"
- Justice 4**: [Conversation 1: "Is there anything else?"]
[Conversation 2: "They go to heaven"]
[Conversation 3: "I don't know"]
[Conversation 4: "He's protecting you"]
- Justice 5: [Conversation 1: "A person you love a lot"]
[Conversation 2: "Did he say that?"]
[Conversation 3: Listen to her talk] (Requires Courage LV3) otherwise, Talk with her
- Justice 6***: [Conversation 1: Swear to it]
[Conversation 2: "I'll ask him with you"]
- Justice 7: [Conversation 1: "Let's go look for her"]

[Conversation 2: **Any**]
[Conversation 3: **"Let's go home"**]
[Conversation 4: **Any**]

Justice 8: [Conversation 1: **"Nothing you can do now"**]
[Conversation 2: **ANY**]

Justice 9: [Conversation 1: **"He loves you too"**]
[Conversation 2: **ANY**]
[Conversation 2: **Play with her**]

Justice 10: [Conversation 1: **ANY**]
[Conversation 2: **ANY**]
Obtain **Family Picture**
Ability to fuse **Sraosha**

* *Appears only after picking 2nd choice in Conversation 2 during the second playthrough*

** *Requires Expression LV3*

*** *Requires Expression LV5*

HIEROPHANT - RYOTARO DOJIMA

Available: Irregular evenings
Location: Dojima Residence, Kitchen table

Since Ryotaro is part of the story, make sure to max his social link before 11/2 evening. If you fail to max his link before that date, you will never have the chance again to do so in your current playthrough.

Hierophant 1: Talk to him on 5/6

Hierophant 2: [Conversation 1: **"Working"**] (*Requires Expression Lv2 to trigger rank up*)
[Conversation 2: **"Tell me about yourself"**]
[Conversation 3: **"That's stretching it"**]

Hierophant 3: [Conversation 1: **Any**]
[Conversation 2: **"Fit or not, you're family"**] or [**"I don't get it"**]

Hierophant 4: [Conversation 1: **"With cream"**] or **"Surprise me"**
[Conversation 2: **"Thank you"**]

Hierophant 5: [Conversation 1: **"Can I help?"**] (*Requires Expression LV3*)
[Conversation 2: **"Are you okay?"**] or **"But Nanako..."**

Hierophant 6: [Conversation 1: **"Even if it's about your family?"**] (*Requires Expression LV4*)
[Conversation 2: **Any**]

Hierophant 7: [Conversation 1: **"This is more important, huh?"**]

Hierophant 8: [Conversation 1: **"Want some coffee?"**]
[Conversation 2: **"Because you're a coward"**] (*Requires Courage LV5*) otherwise choose first or second

Hierophant 9: [Conversation 1: **"It was fun"**]
[Conversation 2: **"Was it hard?"**]

Hierophant 10: [Conversation 1: **Any**]
[Conversation 2: **Any**]
Obtain **Coffee Mug**
Ability to fuse **Kohryu**

PRIESTESS – YUKIKO AMAGI

Available: Sunday to Thursday (except when raining, irregular on Sundays and when saving a victim)

Location: School Days: Classroom Building 1F, in front of staircase
Free Days: South Shopping District, in front of bookstore

Priestess 1: 5/17 (story)

Priestess 2: [Conversation 1: Any]
[Conversation 2: "Sounds good"]

Priestess 3: [Conversation 1: "Making dinner at the inn?"]
[Conversation 2: "Good luck"]
[Conversation 3: "Count me in!"] (Requires Courage LV4) otherwise choose "I don't mind"

Priestess 4: [Conversation 1: "Let's eat!"] (Requires Courage LV4) otherwise choose the other two options
[Conversation 2: "There's always next time"]
[Conversation 3: "I'm having fun"]

Priestess 5: [Conversation 1: "What's all this for?"]
[Conversation 2: Any]
[Conversation 3: Any]

Priestess 6: [Conversation 1: "Gotten any better yet?"]
[Conversation 2: "Keep practicing"]
[Conversation 3: "They care about you"]

Priestess 7: [Conversation 1: Any]
[Conversation 2: "They're not mistaken"]

Priestess 8: [Conversation 1: Any]
[Conversation 2: "You were cool"]

Priestess 9: [Conversation 1: "For you..."]
[Conversation 2: Any] *3^d choice leads to Serious Relationship*

Priestess 10: [Conversation 1: Any]
[Conversation 2: Any]
Konohana Sakuya transforms into Amaterasu
Obtain Shrine Charm
Ability to fuse Scathach

MOON – AI EBIHARA

Available: W/TH/F

Location: School days only: Classroom building 1F, near shoe lockers

Moon 1: [Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]

Moon 2: [Conversation 1: "We'll have to come back"]
[Conversation 2: "Buy it yourself"]
[Conversation 3: Any]

Moon 3: [Conversation 1: "Come shopping with me"] or "Let's just chill"
[Conversation 2: "Not exactly"]
[Conversation 3: any] *3^d option will cause the link to get REVERSED!*

Moon 4: [Conversation 1: Any]

[Conversation 2: "...Did you hear them?"]

Moon 5: [Conversation 1: Any]
[Conversation 2: "Have a little confidence"] or 4th choice
[Conversation 3: Any] *2nd option will cause the link to get REVERSED!*

Moon 6: [Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any] (*1st option leads to serious relationship*)
[Conversation 4: Any] (*Available only if you picked 2nd choice in Conversation 3, 1st option leads to serious relationship*)

Moon 7A: [Conversation 1: 1st choice]
[Conversation 2: Any]

Moon 7B: [Conversation 1: "Cute clothes"]
[Conversation 2: "Yep"]
[Conversation 3: "Of course you are"]

Moon 8A: [Conversation 1: 1st or 2nd choice]

Moon 8B: [Conversation 1: "Of course..."]
[Conversation 2: "Naturally..."]

Moon 9A: [Conversation 1: Any]
[Conversation 2: 1st choice]

Moon 9B: [Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
[Conversation 3: "Sure"] or "I knew the whole time" (*3rd option will cause the link to get BROKEN!*)

Moon 10A: [Conversation 1: Any] (*1st option leads to serious relationship*)
Obtain Compact
Ability to fuse Sandalphon

Moon 10B: [Conversation 1: Any]
Obtain Compact
Ability to fuse Sandalphon

7A: Normal relationship

7B: Serious relationship

8A: Normal relationship

8B: Serious relationship

9A: Normal relationship

9B: Serious relationship

10A: Normal relationship

10B: Serious relationship

DEVIL - SAYOKO UEHARA

Available: W/TH/F evenings
Location: Attempt to leave the house to get the option to work

Devil 1: [+Courage]
[Conversation 1: Any]

- Devil 2: [+Courage]
[Conversation 1: "What do you mean?" or "I'm not interested"]
- Devil 3: [+Courage]
[Conversation 1: "For the money"]
[Conversation 2: "I do"] or "Right in front of me"
[Conversation 3: "Stop it!"]
- Devil 4: [+Courage]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
[Conversation 4: Any]
- Devil 5: [+Courage]
[Conversation 1: "It's like soap opera"]
[Conversation 2: Any]
[Conversation 3: Comfort her] (*Requires Understanding LV5*) otherwise Cheer her up.
- Devil 6: [+Courage]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
- Devil 7: [+Courage]
[Conversation 1: "Hang in there"]
- Devil 8: [+Courage] (*instant rank up*)
- Devil 9: [+Courage]
[Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: Any]
[Conversation 4: Any]
- Devil 10: [+Courage]
[Conversation 1: Any]
Obtain Hospital ID
Ability to fuse Beelzebub

DEATH - HISANO KURODA

(No corresponding persona needed)

Available: Sundays or Holidays (except when raining)
Location: Samegawa Flood Plain

Since the availability of this link is very limited, it will always be an automatic rank up every time you spend time with her. You don't also need to bring a corresponding persona to help boost your link. However, on Rank 7 and 8, you'll need to talk to Daidara first to receive the letters needed to rank her link up as well.

Death 10: Obtain Old Fountain Pen
Ability to fuse Mahakala

TOWER - SHU NAKAJIMA

Available: T/TH/S evenings
Location: Attempt to leave the house to get the option to work

- Tower 1: [+Expression, Knowledge]
[Conversation 1: **Any**] (*3rd option requires Courage LV4*)
[Conversation 2: **PE**]
- Tower 2: [+Expression]
[Conversation 1: **Any**]
[Conversation 2: **"Sure I do"**] (*Requires Knowledge LV4*) otherwise select **"No, what?"**
[Conversation 3: **"I'll stay and help you"**] (*Requires Diligence LV5*) otherwise select **"Wait next time"**
- Tower 3: [+Expression]
[Conversation 1: **"It's boring"**]
[Conversation 2: **"Well, it is the countryside"**]
- Tower 4: [+Expression]
[Conversation 1: **"That's just how it is"**]
[Conversation 2: **"You're not the only one!"**] (*Requires Courage LV4*) otherwise either 1st or 2nd choice
- Tower 5: [+Expression]
[Conversation 1: **"No, there isn't"**]
[Conversation 2: **"Leave it to me"**]
[Conversation 3: **"I don't mind"**] (+Understanding)
- Tower 6: [+Expression]
[Conversation 1: **Any**]
[Conversation 2: **Any**]
[Conversation 3: **"That's not it"**]
- Tower 7: [+Expression]
[Conversation 1: **Any**]
[Conversation 3: **"What I like in a girl is..."**] (+Courage)
- Tower 8: [+Expression]
[Conversation 1: **"This guy"**]
[Conversation 2: **Any**]
[Conversation 3: **Cheer him up**] (*Requires Expression LV5*), otherwise **Ask him what he's worried about**
- Tower 9: **Shu will ask you to go home for one night before triggering Tower 9 event*
[Conversation 1: **Any**]
[Conversation 2: **Any**]
[Conversation 3: **Any**]
[Conversation 4: **Any**] **appears only if you choose 3rd option in conversation 3*
[Conversation 5: **Any**]
[Conversation 6: **Any**]
- Tower 10: [Conversation 1: **Any**]
Obtain **Test Results**
Ability to fuse **Shiva**
-

EMPEROR - KANJI TATSUMI

Available: Irregular (except when raining or saving a victim)
Location: School Days: Practice Building 1F
Days off: North Shopping District, in front of the textile shop

Emperor 1: [Conversation 1: **Any**]
[Conversation 2: **Any**]
[Conversation 3: **Any**]

Emperor 2: [Conversation 1: **"You need to change"**]

- Emperor 3: [Conversation 1: **Any**]
[Conversation 2: **Any**]
[Conversation 3: **Any**]
- Emperor 4: [Conversation 1: **"Plenty"**]
[Conversation 2: **"I'll go with you"**]
[Conversation 3: **"You're giving him a new one?"**]
- Emperor 5: [Conversation 1: **Any**]
[Conversation 2: **"It was pretty amazing"**]
- Emperor 6: [Conversation 1: **Any**]
- Emperor 7: [Conversation 1: **"I want to learn too"**]
[Conversation 2: **Any**]
- Emperor 8: [Conversation 1: **"You got a warrant?"**] (*Requires Knowledge LV4*) or **"Kanji didn't do anything"** (*requires Courage LV4*); Otherwise, select first option. There will be no increase though.
[Conversation 2: **Any**]
[Conversation 3: **"Believe it!"**] (*requires Expression LV4*) otherwise **"Tell him Kanji"**
- Emperor 9: [Conversation 1: **"How was it?"**]
[Conversation 2: **"Good for you"**]
- Emperor 10: Obtain **Cute Strap**
Take-Mikazuchi transforms into **Rokuten Maoh**
Ability to fuse **Odin**

HANGED MAN - NAOKI KONISHI

Available: M/T/W/TH (except when raining, irregularly available on Fridays)
Location: School days only: Shopping District, Konishi Liquor Store

- Hanged Man 1: [Conversation 1: **Any**]
[Conversation 2: **Any**]
- Hanged Man 2: [Conversation 1: **"Tired of the food?"**]
[Conversation 2: **"Making your parents happy"**] or **"I don't know"**
- Hanged Man 3: [Conversation 1: **Tell your own tale of failure**]
[Conversation 2: **"I'll go tell them off"**] or **"Let the gossipers gossip"**
- Hanged Man 4: [Conversation 1: **Talk back to the lady**] **requires Courage LV4* or **Flatter the lady** (*requires Expression LV4*) otherwise **Keep quiet**
[Conversation 2: **"It's not your fault"**]
- Hanged Man 5: [Conversation 1: **"That's a good idea"**]
[Conversation 2: **Any**]
- Hanged Man 6: [Conversation 1: **Any**]
[Conversation 2: **"You're not the only one"**]
- Hanged Man 7: [Conversation 1: **"I don't mind"**]
[Conversation 2: **"Take action"**]
- Hanged Man 8: [Conversation 1: **Any**]
[Conversation 2: **"We can't just ignore you"**]
- Hanged Man 9: [Conversation 1: **"People are different"**]
[Conversation 2: **Any**]

[Conversation 3: "Just let it all out Naoki"] (Requires understanding LV5) Otherwise choose "She can hear you"

Hanged Man 10: [Conversation 1: Any]
Obtain Junes Receipt
Ability to fuse Attis

STAR - TEDDIE

(No corresponding persona needed)

Star 1: 6/24 (story)

Star 2: After rescuing Rise (story)

Star 3: 7/26 evening (story)

Star 4: After defeating Shadow Mitsuo (story)

Star 5: 9/8 (During class trip)

Star 6: 10/7 (During physical checkup)

Star 7: 10/11 (Story)

Star 8: 10/30 (Story)

Star 9: After rescuing Nanako

Star 10: 12/05 (Story)
Teddie's persona will transform into Kamui the next day
Ability to fuse Helel

LOVERS - RISE KUJIKAWA

Available: Sunday, Friday, Saturday (except when raining, irregular when saving a victim)
Location: School days: Classroom Building, 1F Hallway
Free days: South Shopping District, in front of tofu shop

Lovers 1: Automatic on 7/23

Lovers 2: [Conversation 1: "Just order takeout"]

Lovers 3: [Conversation 1: "What are you looking for?"]

Lovers 4: [Conversation 1: Grab her and run]
[Conversation 2: Go along with her]
[Conversation 3: "I don't mind"]

Lovers 5: [Conversation 1: "All the time"]
[Conversation 2: "I don't know..."]

Lovers 6: [Conversation 1: Any]
[Conversation 2: Any]
[Conversation 3: "Having second thoughts?"]
[Conversation 4: "If you're serious..."]

Lovers 7: [Conversation 1: Any]
[Conversation 2: "I'm happy"] or "That part doesn't matter"

[Conversation 3: **Laugh it off**] (*Requires Courage LV5*); Otherwise, select the other two options

- Lovers 8: [Conversation 1: **Any**]
[Conversation 2: **Any**] *1st choice leads to serious relationship*
- Lovers 9: [Conversation 1: **"'Risette' is Rise, too"**]
- Lovers 10: [Conversation 1: **Any**]
Obtain **Signed Photo**
Ability to fuse **Ishtar**
-

FORTUNE - NAOTO SHIROGAME

- Available: Irregular, available even when raining.
Location: School Days: Classroom Building 1F Hallway
Free Days: Samegawa Flood Plain
- Fortune 1: [Conversation 1: **Any**]
[Conversation 2: **Any**]
- Fortune 2: [Conversation 1: **"That's no fun"**]
[Conversation 2: **Any**]
[Conversation 3: **"You should be careful"**] or **"Remember the card?..."**
- Fortune 3: [Conversation 1: **"A challenge for a duel"**]
[Conversation 2: **Any**]
- Fortune 4: [Conversation 1: **"That 'card' again?"**]
[Conversation 2: **Any**]
[Conversation 3: **"Let's catch him together"**]
- Fortune 5: [Conversation 1: **"Burn it"**]
[Conversation 2: **"A mailbox"**]
[Conversation 3: **"Good, you got it back"**]
[Conversation 4: **"Let's do it"**] (*Choosing 3rd option will cause link to get reversed*)
- Fortune 6: [Conversation 1: **"Because I looked reliable"**] or **"Because I looked useless"**
[Conversation 2: **"The numbers are important"**]
[Conversation 3: **"Your gender doesn't matter"**]
- Fortune 7: [Conversation 1: **"Subtract 40 and 4"**]
[Conversation 2: **"Don't be afraid"**]
- Fortune 8: [Conversation 1: **"I feel kinda sad"**]
[Conversation 2: **Any**]
[Conversation 3: **Any***] *1st choice leads to serious relationship*
- Fortune 9: [Conversation 1: **"Somewhere high"**]
[Conversation 2: **"Throwing things away"**]
- Fortune 10A: [Conversation 1: **Any**]
[Conversation 2: **Any**]
Obtain **Detective Badge**
Sukuna Hikona transforms into **Yamato Takeru**
Ability to fuse **Norn**
- Fortune 10B: [Conversation 1: **Any**]
[Conversation 2: **Any**] (*2nd option will prompt Naoto to wear a different dress for the Christmas event*)
- 10A: Normal relationship*

**Available only on the second playthrough if you picked 3rd option on Conversation 3 of Fortune 6 then picked 1st option during conversation 2 of Fortune 8*

EMPRESS - MARGARET

(No corresponding persona needed)

Available: Anytime (except when After school or Daytime time blocks are unavailable)
Location: Velvet Room

You can increase Margaret's link by creating the required personas as long as your level and their availability provides. Make sure to register the new personas you created to meet her requests, especially if they have a copy already in the database. Also, after successfully creating the requested personas, leave the Velvet Room and return again for her to recognize the completion of her request. The format below is as follows:

(Required Level, Type of Fusion, Personas Needed)*

Remember that some skills are not inherited by default. You should "refresh the skill set" by canceling the preview screen and selecting the parent personas again

Empress 1: Speak to her once you have Knowledge LV3

Empress 2: [Create Ippon Datara with Sukukaja](#)
(LV17, Normal, Angel + Sylph)

Empress 3: [Create Matador with Mahama](#)
(LV24, Normal, LV19 Anzu** + Berith)

Empress 4: [Create Gdon with Rampage](#)
(LV31, Normal, LV28 Ares + Unicorn, Nozuchi)
(LV31, Normal, LV23 Legion + Ares)

Empress 5: *Can only be created after July 10th only*
[Create Neko Shogun with Bufula](#)

(Normal: King Frost (with Bufula) + Hua Po = Kusi Mitama)
(Cross: Kusi Mitama + Ara Mitama + Saki Mitama + Nigi Mitama)

Empress 6: [Create Black Frost with Auto-Sukukaja](#)
(Normal: LV20 Anzu (with Auto-Sukukaja) + Apsaras = Jack Frost with Auto-Sukukaja)
(Pentagon: Jack Frost + Pyro Jack + King Frost + Pixie + Ghoul)

Empress 7: [Create Yatagarasu with Megido](#)
(Triangle: Sandman [level must be higher than the other two] + Apsaras + Slime = Taotie with Megido)
(Normal: Taotie with Megido + Incubus = Setanta with Megido)
(Normal: Setanta with Megido + Mithra)

Empress 8: [Create Yatsufusa with Mediarama](#)
(Pentagon: LV47 Thoth [with Mediarama] + Orthus + Makami + Mothman + Narasimha)

Empress 9: [Create Ganesha with Tetrakarn](#)
(Triangle: Obariyon + Legion + Ose = Decarabia with Tetrakarn)
(Triangle: Samael + Parvati + Hanuman [level must be higher than the other two] = Cu Chulainn)
(Normal: Decarabia with Tetrakarn + Cu Chulainn) **or**
(Triangle: Decarabia with Tetrakarn + Hanuman + Samael)

Empress 10: [Create Trumpeter with Mind Charge](#)
(Hexagon: White Rider+Matador+LV38 Taotie with Mind Charge+Daisojou+Pabilsag+Taowun)

Obtain **Spiral Brooch**

Ability to fuse **Isis**

**Will include the base/parent persona's appropriate level to learn the required skill*

HERMIT - FOX

(No corresponding persona needed)

Available: (anytime except when after school / Daytime time block is unavailable)

Location: Shopping District North, Shrine

Getting new emas (quests) from the fox won't consume a time block but reporting a completed quest and ranking up does. Refer to the Quests section of this guide for details on how to complete the required quests.

Hermit 1: 5/5 (story), Quest #6 available

Hermit 2: Complete Quest #6; Quest #13 will be available.

Hermit 3: Complete Quest #13; Quest #20 will be available.

Hermit 4: Complete Quest #20; Quest #26 will be available.

Hermit 5: Complete Quest #26; Quest #30 will be available.

Hermit 6: Complete Quest #30; Quest #36 will be available.

Hermit 7: Complete Quest #36; Quest #41 will be available.

Hermit 8: Complete Quest #41; Quest #42 will be available.

Hermit 9: Complete Quest #42; Quest #48 will be available.

Hermit 10: Complete Quest #48 and report to the fox. Come back another day with your Expression @ LV5 to max out the fox's link.

Obtain **Gratitude Ema**

Ability to fuse **Ongyo-Ki**

Ability to **pray** in the shrine to increase the link of any of your links.

JUDGEMENT - SEEKERS OF THE TRUTH

- Must have selected correct answers during the ending fork on 12/03

- No corresponding persona needed; will level up as story progresses

Judgement 1: 12/03 (story)

Judgement 2: 12/04 (story)

Judgement 3: 12/04 (story)

Judgement 4: 12/05 (story)

Judgement 5: 12/05 (story)

Judgement 6: 12/06 (story)

Judgement 7: 12/07 (story)

Judgement 8: 12/08 (story)

Judgement 9: Defeat Ameno-Sagiri

Judgement 10: Defeat Ameno-Sagiri

Ability to fuse Lucifer

QUESTS

1 Acquire an Angel Statue

Requisite: None
Available: 5/2 onwards
Reward: Chest Key x3

Talk to the Timid female student beside the savepoint in your homeroom. You'll need to battle Avenger Knights in Yukiko's Castle (6F-7F) until they drop it.

2 Acquire a Demon Statue

Requisite: None
Available: 5/2 to 8/31
Reward: Dokudami Tea x3

Exit your room and room across the hallway to find the male student standing in front of the washrooms. You'll need to defeat Magical Magus enemies on 6F-7F of Yukiko's Castle.

#3: The Girl on the Rooftop

Requisite: None
Available: 4/25 onwards
Reward: Goho-M

Talk to the male student in your room, by the desk. Press the SQUARE button and select the Roof. You'll need to talk to the girl then return to the male student and tell him what you learned. You'll need to do this three times. However, since you can only talk to her once per day, it will take 3 days to accomplish this request. The good thing in the other hand, is that you don't need to do this on consecutive days.

4 Acquire a Ritz Wire

Requisite: None
Available: 5/2 onwards
Reward: Olympic Tape

Head to the 1st floor hallway of the Practice Building. Talk to the guy near the washrooms to start this quest. You'll need to defeat Heat Balance enemies found on 6F-7F of Yukiko's Castle.

5 Acquire a Silver Lump

Requisite: Complete Quest #4
Available: 6/30 onwards
Reward: Uplifting Radio x2

Head to the Practice Building 1F. Talk to the same guy that requested the Ritz Wire before. Defeat Silver Dice enemies on the 7th and 8th floors of the Marukyu Striptease to obtain this item.

#5: Acquire Mori Ranmaru Shochu

Requisite: NONE
Available: 5/1 onwards
Reward: 4000G

Go to Samegawa Flood Plain and keep heading left until you find a man near the other side. Talk to him and agree to bring the item to him. Head to the TV World and talk to Yosuke to access the Shopping District. Examine the boxes there to get the item. Deliver the item to him to get your reward.

#*6: I Wish for Love

Requisite: Hermit established
Available: 5/6 onwards
Reward: Hermit link Rank up

Head to the shrine and choose to accept the ema request. This request spans on different days.

1. After accepting the request, return to the school and talk to the only girl standing in front of the shoe lockers.
2. The next day, talk to the girl just outside of your classroom and select the <first option> when the dialogue choice appears
3. The next free day (it should be exam week if you do this quest during this point), talk to the same girl just outside your homeroom to complete the quest. Go to the shrine and let the Fox know that you completed the quest.

#7 Desk Refurbishing

Requisite: None
Available: 5/18 onwards
Reward: Royal Jelly x5

Head to Practice Building 2F and talk to the girl in the other end of the hallway, near the emergency exit. She'll request you to get a Fitting Board. This can be dropped by Laughing Table enemies that can be found on Yukiko's Castle's 6F and 7F.

#8 Book Exchange

Requisite: None
Available: 5/23 onwards
Reward: The Gentle Way book

Head to the Shopping District South and talk to the guy in front of the bookstore. Trade a Peach Seed for his book.

#9: Acquire an Old Key

Requisite: None
Available: 6/5 onwards
Reward: Increase in Knowledge and Courage, actual game tips on how to get in a serious relationship

Talk to the old woman (that looks like a man) by the Samegawa Flood Plain. Old Keys are dropped by Bribed Fuzz enemies on the 1st and 2nd floor of the Bathhouse.

#10 Extracurricular Activities

Requisite: None
Available: 5/18 onwards
Reward: Pulsating Stone x2

Head to Classroom Building 2F and find Ms. Sofue in the other end of the hallway, near the staircase. She'll ask you to bring a Suspicious Pole that are dropped by Trance Twins on 3F, 4F and 5F of Yukiko's Castle.

#11 Acquire Coal

Requisite: None
Available: 6/5 onwards
Reward: 15000Y

Head to the north Shopping District and talk to the loud old man in front of the shrine. Bring him a Coal dropped by Selfish Basalt enemies on the 7th and 8th floors of the Bathhouse

#12 Desk Refurbishing 2

Requisite: Complete Quest #7
Available: 6/7 onwards
Reward: Snuff Soul x2

Head to Practice Building 2F. Talk to the same girl that requested the Fitting Board before. Defeat the Crying Tables on the 9th and 10th floors of the Bathhouse to obtain a Reflecting Board. Bring one to her to complete the request.

#13* I Wish I Didn't Crave Snacks

Requisite: Hermit 2
Available: After completing Quest #6
Reward: Hermit link Rank up

1. After accepting the wish, head to the Shopping District South and talk to the Slim Woman in front of the Shiroku store.
2. Talk to Chie whenever she's available and select "Ask Chie" to receive Meat Gum x3
3. Deliver the Meat Gum to the Slim Woman to complete the quest.

#14: Please Feed the Cat

Requisite: Complete quest #8
Available: 6/3 onwards
Reward: The Punk's Way

Talk to the guy in front of the bookstore and accept his request. When it is not raining, head to the Samegawa Flood Plain and look for the cat. Give it some fish to complete the request. You can get fish by fishing (obviously) or buy buying them from the home tv shopping. You may fish at this time since there are no important social links available or if you are still in the process of completing an ema's wish for the Fox. Remember to check out the other quests first since fishing consumes a whole time block.

#15: Acquire a Crooked Cross

Requisite: Complete quest #1
Available: 6/7 onwards
Reward: Ointment x3

Talk to the timid female student standing by the savepoint in your classroom (2-2) and she'll ask you to find a Crooked Cross for her. These are dropped by Tranquil Idols that are located on the 7th and 8th floors of the Bathhouse. Bring one to her to complete the request.

#16: Acquire a Horn

Requisite: None
Available: 6/9 onwards
Reward: 18000Y

Talk to the aging housewife in front of the Shiroku Store in the Shopping District South. Defeat Grave Beetles on the 9th and 10th floors of the Bathhouse to get a Grand Horn. Bring one to her to complete the request.

#17: Please Find my Younger Twin

Requisite: None
Available: 6/9 onwards
Reward: GoHo-M x5

Talk to the young girl walking in the shopping district. Head to the Samegawa Flood Plain, head left and find her beside the shed. Talk to the girl's twin and return to her to complete the request.

#18: Carbon Copy

Requisite: Complete Quest #17
Available: 7/13 onwards
Reward: Value Medicine x3

Head to Samegawa Flood Plain, Riverbed. Talk to the younger twin girl walking around. She'll request for a Flower Brooch dropped by Soul Dancers on the 1st-3rd floors of Marukyu Striptease.

#19: Acquire a Silver Lump

Requisite: Complete Quest #14
Available: 7/30 onwards
Reward: Uplifting Radio x2

Talk to the kid standing along the Practice Room 1F Hallway. Defeat the Silver Dice enemies found on the 7th and 8th floors of the Marukyu Striptease to obtain a silver lump and bring it to him to complete the quest.

#20* We Wish Our Dog Would Return

Requisite: Hermit 3
Available: After completing Quest #13
Reward: Hermit link Rank up

This quest takes four days to complete. Those days don't need to be consecutive though. You may want to buy a Steak Skewer from Sonzai Daigaku (Shopping District North) since you'll need that to fully complete the quest. The dog may be unavailable during rainy days.

1. After accepting the ema request, head to the Samegawa Flood Plain-Riverbed and talk to the dog there.
2. The next day, go to the northern part of the Shopping District, talk to the dog and select "Talk to it gently"
3. The next day, go to Samegawa Flood Plain and do the same thing
4. On the last day, talk to the dog and give it a Steak Skewer to complete the quest.

#21: Acquire a Charmed Veil

Requisite: Clear Quest #15
Available: 7/12 onwards
Reward: Chest Key x5

Talk to the girl beside the savepoint in your classroom. (2-2) Defeat Liberating Idols on the 5th - 10th floors of Marukyu Striptease until they drop this item.

#22: Acquire Hard Boots

Requisite: Clear Quest #14
Available: 7/3 onwards
Reward: Guide to Pests, 5000Y

Collect 10 Thick Hides dropped by Dancing Hands on the 5th - 8th floors of the Bathhouse. Sell those to Daidara for the Hard Boots to appear in the store inventory. Purchase one and give him the boots.

#23: Who's the Riddle Master?!

Requisite: None
Available: 4/18 onwards
Reward: Chest Key x3

Head to 3F of the Classroom Building and talk to the Funky Student in the middle of the hallway. Answer "Group A" and "Top 6 Flag Colors" to his riddles.
Reward: Chest Key x3

#24: Acquire an Eternal Lamp

Requisite: None
Available: 8/22 onwards
Reward: 30000Y

Talk to the guy near the entrance of the Samegawa Flood Plain area. Defeat Amenti Ravens on the 3rd and 4th floors of Void Quest to complete the request.

#25: Feed the Cat

Requisite: Complete quest #14
Available: 6/3 onwards
Reward: Antibiotic Gel

This is a continuation of Quest 14, in case you have a fish in your inventory and completed the quest immediately. Simply feed the same cat with 8 more fishes to complete the request.

#26*: I Wish I Had Friends

Requisite: Hermit Rank 4
Available: After completing Quest # 20
Reward: Hermit Rank up

1. Talk to the boy standing in front of the sign in Samegawa Flood Plain, near the entrance. Give him a **Prize Sticker** (free when ordering items from Tanaka's home shopping program)
2. The next day, talk to the boy. Ask Nanako about the stickers during the evening then say thanks. She will give you a **Tankiriman Sticker**.
3. Deliver the sticker to the boy the following day. Talk to him again the next day to complete request.

#27: Acquire some Fashionable Dishes

Requisite: Clear Quest #22
Available: 8/9 onwards
Reward: Riddlemania, 10000Y

Bring him 3 Fashionable Dishes dropped by Sky Balances on the 9th and 10th floors of Marukyu Strip Tease.

#28: Carbon Copy 2

Requisite: Clear Quest #18
Available: 8/22 onwards
Reward: Macca Leaf x3

Talk to the same girl in the riverbed of Samegawa Flood Plain. Defeat Blind Cupids on the 3rd and 4th floors of Void quest to complete the request.

#29: Experiments in Telepathy

Requisite: Clear Quest #28
Available: 9/5 onwards
Reward: Dokudami Tea x5

Go to the Shopping District South, and talk to the older twin girl walking around. Go to the Samegawa Flood Plain, Riverbank and ask her sister "**Name a black, sweet bar**". Return to the Shopping District and talk again to the older twin to complete the request.

#30*: I Wish My Life Had Meaning Again

Requisite: Hermit Rank 5
Available: After completing Quest # 26
Reward: Hermit Rank up

After accepting the Ema request, go down the road to find a man standing by the closed hobby shop. Talk to him to obtain an **Unfinished Model**. Spend four nights in your room to complete the model (**MF-06S Brahman**) and return it to the man. Constructing the model kit consumes the evening time block but boosts your Diligence as well.

#31: Extracurricular Activities Part 2

Requisite: Clear Quest #10
Available: 9/20 onwards
Reward: Mystical Scarab x2

Talk to Ms. Sofue in the same exact spot where she usually hangs out (2F Classroom Building, end of hallway by the stairs) Defeat Steel Machines on 9F Void Quest to obtain Culurium. Deliver it to her to complete the request.

#32: Acquire a Crystal ball

Requisite: None
Available: 10/08 onwards
Reward: 35000Y

Talk to Mrs. Nakayama standing along the 3F hallway of the Classroom Building. Defeat Constancy Relics found on the 1st and 2nd floors of the Secret Lab to acquire this item.

#33: Acquire a Fine Coal

Requisite: Clear Quest # 11
Available: 10/09 onwards
Reward: 40000Y

Talk to the old man in front of the shrine in the Shopping District North. Defeat Power Castles located on the 7th and 8th floors of the Secret Lab to acquire this item.

#34: A Test of Literary Memory

Requisite: Clear Quest #27
Available: 9/26 onwards
Reward: (Book) Who am I?

Go to the Central Shopping District (South) and talk to the guy in front of the bookstore. Give him the following answers to complete the request.

1. Judo medalist names
2. How one should live as a punk
3. 2 pages per pest
4. Me

#35: Desk Refurbishing Part 3

Requisite: Clear Quest #12
Available: 9/29 onwards
Reward: Bead

Go to the 2F Practice Building and talk to the homely student at the end of the hallway. Defeat Furious Gigases on the 3rd and 4th floors Secret Laboratory until you collect x3 Proof of Passion. Bring it to her to complete the request.

#36*: I Wish I Was Better at Speaking

Requisite: Hermit Rank 6
Available: After completing Quest # 30
Reward: Hermit Rank up

1. Talk to the girl on the roof of the school. (*Understanding and Courage LV3 required, must not be raining*)
2. Talk to her the next day and reply "Do you need help speaking?" then "Give her lessons"
3. On another day, choose "Apologize to her" to complete the request

#37: Acquire a Hi-Speed Gear

Requisite: None
Available: 10/08 onwards
Reward: Physical Mirror x3

Talk to the girl in glasses walking along the 1F Classroom Building Hallway. Defeat Mach Wheel enemies located on the 5th and 6th floors of the Secret Lab to acquire this item.

#38: Acquire a Hi-Speed Gear

Requisite: Clear Quest #28
Available: 10/09 onwards
Reward: Bead Chain

Talk to the girl on the riverbed and bring her a Branch Headband dropped by Elegant Mothers on the 7th and 8th floors of the Secret Lab to complete this quest.

#39: Acquire a Training Shell

Requisite: None
Available: 10/08 onwards
Reward: + Understanding and Diligence

Find the principal in the 3F Hallway, Classroom Building. Defeat Wicked Turrets on 7F and 8F of the secret lab to get this item.

#40: Experiments in Telephaty, Part 2

Requisite: Complete Quest #20
Available: 10/31 onwards
Reward: Supersonic x3

1. Talk to the girl walking in the south shopping district and accept the request.
2. Go to Samegawa Flood Plain, riverbed and talk to the girl's sister
3. Return to the south shopping district and talk to the girl again (Expression LV5 required)
4. Return to the riverbed again and talk to the girl
5. Return to the girl in the shopping district again to complete the request.

#41*: I Wish I Didn't Fear Cats

Requisite: Hermit Rank 7, Quest # 14 completed
Available: After completing Quest # 36
Reward: Hermit Rank up

1. When not raining, go to Samegawa Flood Plain and talk to the guy in the middle of the road, standing by the trees. Ask him "**Is it a cat?**" when the choices appear. It doesn't matter what you'll choose in the next set of choices.
2. Go to the Dojima Residence and talk to the cat near the entrance. You will get the option to bring the man here in addition to the option to spend your time with the cat. Choose the first option.
3. The next day, talk to the man in the same spot in Samegawa Flood Plain. You'll need to give him a **Red Goldfish**.
4. Talk to the same guy again on another day to complete the request.

#42*: I Wish My Wallet Would Return

Requisite: Hermit Rank 8
Available: After completing Quest #41
Reward: Hermit Rank up

1. When not raining, go to the Samegawa Flood Plain. Continue to the left and talk to the woman standing by the trash can.
2. Go down to the riverbed and examine the signpost beside the stairs. Obtain **Round Wallet**.
3. Bring the wallet back to the woman. She'll mention that it's not her wallet.
4. Go to the Shopping District North and examine the bushes beside the post, near the shrine. You should obtain a **Square Wallet**.
5. Deliver this wallet to the woman to complete the request.

#43: The Girl on the Rooftop, Part 2

Requisite: Complete quest #3
Available: 11/22 onwards
Reward: Mokoi Doll

Talk to the male student standing by the window in your homeroom. Defeat Prime Maguses on the 1st and 2nd floors of Heaven to get some Animal Guide.

#44: Desk Refurbishing, Part 4

Requisite: Complete quest #35
Available: 11/22 onwards
Reward: Assault Signal x3

Talk to the girl on the 2nd floor hallway of the practice building. Defeat Angry Tables on the 5th and 6th floors of Heaven to acquire Classy Lumber

#45: Acquire an Old Ore

Requisite: Complete quest #19
Available: 11/22 onwards
Reward: Spirit Radio

Talk to the student in the 1F Practice Building hallway. Defeat Revelation Pesce on the 6th and 7th floors of Heaven to obtain Old Ore.

#46: Acquire a Modest Lamp

Requisite: Complete quest #24
Available: 11/22 onwards
Reward: 45000Y

Talk to the guy beside the sign near the entrance of the Samegawa Flood Plain. Defeat Phantom Lords on the 3rd, 4th and 5th floors of Heaven to obtain Modest Lamps.

#47: Riddle Senpai Returns!

Requisite: Complete quest #23
Available: 9/2 onwards
Reward: Snuff Soul

Head to the 3F Hallway of the Classroom building and talk to the Funky student. Answer his questions correctly to complete the quest. (**Group A, Human Motion, Group B, They're indefinite articles**)

#48*: I Wish to See the Samegawa Guardian

Requisite: Hermit Rank 9
Available: After completing Quest #42
Reward: Hermit Rank up

1. Visit the old man who you trade fishes with and bring him a **Huge Fish**. He'll give you an **Angler's Set** in return.
2. Save your game first before attempting to fish for the Guardian. You must attempt to catch it during rainy days or anytime during the whole month of December. Catching this elusive fish and delivering it to the old man will complete this request. If you have problems catching this mighty fish during daytime, I suggest trying your luck at night. I got it during my second attempt/reload.

#49: Cat Needs Food Badly

Requisite: Complete quest #25
Available: 6/3 onwards
Reward: Soma

This is the last part of this stupid series of quests. You'll need to feed the same cat 19 more fishes to complete the quest.

#50: Revenge of the Riddle Senpai

Requisite: Complete quest #47
Available: 11/12 onwards
Reward: Chewing Soul

Talk to the same funky student on the 3rd floor of the Classroom building. Give the answers below to complete the quest:

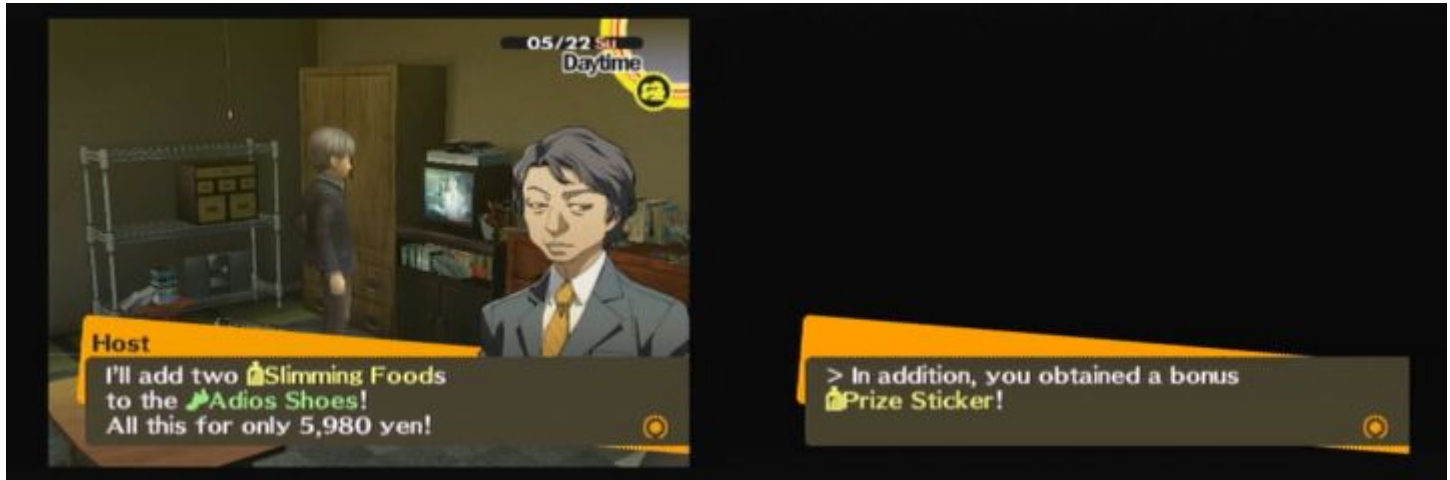
1. Group B
2. The way they're drawn
3. Promethium
4. Need

** Required quests to rank up Hermit (Fox) social link.*

~ Thanks to Rinzwind for pointing out that quest #19 is missing

Tanaka's Home Shopping

"Tanaka's Amazing Commodities" shall be aired every Sunday from 5/22 onwards. You can buy some uncommon items here if you like and it will be delivered to you at least two working days after you ordered it. The stuff he sells differs from each week so make sure to tune in and grab whatever suits your fancy. You can only order one package at a time.



As a bonus for your order, you will get a complimentary *Prize Sticker* upon receiving your package. Collect three of these and send them using the mailboxes found in the shopping district. You can choose between Plentiful Combo or Rare Combo. You will receive a different set of items depending on what combo you choose:

Plentiful Combo	Rare Combo
Muscle Drink x5	Snuff Soul x1
Odd Morsel x5	Chewing Soul x1
Rancid Gravy x5	Amrita Soda x1
Firecracker x5	Bead Chain x1
Ice Cube x5	Homonculus x1
Pinwheel x5	
Ball Lightning x5	

5/22

Combo #1 for 5,980Y: Adios Shoes, Slimming Food x2

Combo #2 for 2,980Y: Medical Kit, Medicine x4

5/29

Combo #1 for 11,800Y: Steel Panier, Slimming Food x2

Combo #2 for 4980Y: Ball Lightning, Chest Key 2

6/5

Combo #1 for 11,800Y - Jingi Fundoshi, Slimming Food x2

Combo #2 for 2,900Y - Inaba Trout, Amber Seema x2

6/12

Combo #1 for 4,890Y - Fire Supressor, Herbal Pill x2

Combo #2 for 2,900Y - Balm of Life, Curse Paper x4

6/19

Combo #1 for 4,890Y - Power Belt, Herbal Pill x2

Combo #2 for 9,800Y - Huge Fish, Ice Cube x4

6/26

Combo #1 for 9,800Y - Myth-like Sword, Herbal Pill x2

Combo #2 for 3,980Y - Purifying Salts x2, Segaki Rice x2

7/3

Combo #1 for 20,800Y - Armada Bustier, Giant Candy x2

Combo #2 for 2,980Y - Peach Seed x30, Soul Drop x10

7/17

Combo #1 for 20,800Y - Purple Suit, Giant Candy x2

Combo #2 for 8,800Y - Diamond Shield x2, Heavy Soup x6

7/24

Combo #1 for 11,800Y - Kitchen Knife, Giant Candy x2

Combo #2 for 7,800Y - Second Maid x24, Dr. Salt NEO x24

7/31

Combo #1 for 7,980Y - Maneki Neko, Giant Candy x2

Combo #2 for 6,980Y - Smart Bomb x2, Super Sonic x2

8/7

Combo #1 for 20,800Y - Paladin Armor, Longevity Pill x2

Combo #2 for 12,800Y - Kitchen Knife, Myth-like Sword

8/14

Combo #1 for 14,400Y - Wooden Bat, Longevity Pill x2

Combo #2 for 8,800Y - Sagaki Rice x6, Purifying Salts x4

8/28

Combo #1 for 20,800Y - Thief Knife, Longevity Pill x2

Combo #2 for 12,800Y - Hell Magatama x2, Arc Magatama x2

9/4

Combo #1 for 21,800Y - Charm Drape, Heavy Soup x2

Combo #2 for 6,800Y - Chest Key x2, Prize Sticker x5

9/11

Combo #1 for 27,800Y - Fuuma Bundou, Heavy Soup x2

Combo #2 for 6,980Y - Inaba Trout x4, Dry Ice x2

9/18

Combo #1 for 21,800Y - Reprisal Chain, Heavy Soup x2

Combo #2 for 14,800Y - Soma, Purifying Water x2

9/25

Combo #1 for 28,800Y - Death Scudetto, Wasabi Jelly x2

Combo #2 for 5,980Y - Diet Food x8, Odd Morsel x8

10/2

Combo #1 for 29,800Y - Peach Battlesuit, Wasabi Jelly x2

Combo #2 for 9,800Y - Red Goldfish x10, Bait x10

10/9

Combo #1 for 28,800Y - Nice Shoes, Wasabi Jelly x2

Combo #2 for 19,800Y - Huge Fish x2, Dry Ice x4

10/16

Combo #1 for 29,800Y - Red Battlesuit, Diet Food x2

Combo #2 for 19,800Y - Physical Mirror x3, Magic Mirror x3

10/23

Combo #1 for 29,800Y - Pure Assassin, Diet Food x2

Combo #2 for 6,800Y - Chest Key x2, Prize Sticker x5

11/13

Combo #1 for 19,800Y - Reisen Brace, Diet Food x2

Combo #2 for 19,800Y - Nice Shoes, Red Battlesuit

11/20

Combo #1 for 59,800Y - Angel Skirt, Diet Food x2

Combo #2 for 19,800Y - Soma, Amrita Soda x4

Tanaka won't sell anything during the whole month of December.

Fishing

Fishing is one of the many ways to spend your time and earn rewards in the game. It is reflex-based and the number of attempts you can make on a fishing trip is determined by your Diligence stat. You'll get one attempt with the lowest stat up to a maximum of five attempts per day. Some of the quests are tied to this mini-game so if you want to complete all sidequests, you'll really need to go through fishing trips every now and then. You can trade your fishes to the old man by the Riverbank for some rare and uncommon items. Remember that the old man's inventory changes every month so make sure to grab any rare items he offers. You can go on fishing during the day, evening and even on rainy days. The good thing when fishing on rainy days is that your chances of encountering rarer fish breeds dramatically increases. Since fishing spends a whole time block, its better to do this on your free nights and one rainy afternoons.

Getting Started

You can start fishing on 5/1. Head to the Samegawa Flood Plain and take the stairs down and talk to the old man. You will receive a [Fishing Set](#) and [10 Baits](#). Playing this mini-game is simple: press X to cast your line to the water. Wait for the bobber to sink and the controller vibrates continuously. During this time, keep pressing the CIRCLE button to reel the fish in. Keep your thumb ready to press other 3 buttons when the prompt appears.



Obtaining baits can be obtained in several ways:

1. Talking to the tired wife outside the Dojima residence on non-rainy days (1 bait)
2. Performing the cooking events on selected evenings (3 baits)
3. Trading with the old man (3 baits)
4. Purchase from Tanaka's Home Shopping TV Program
5. Reward from Shiroku Store's capsule machines

Rewards

Item	Fish to trade
May	
Titanium Club	Inaba Trout x2
Chest Key	Genji Ayu x1
Falcon Eye	Amber Seema x3
Bait x3	Red Goldfish x1
June	
Duchess	Inaba Trout x3
Land Badge	Huge Fish x1
Chest Key	Amber Seema x1
Bait x3	Genji Ayu
July	
Blessed Hands	Amber Seema x4
Bath Lid	Huge Fish x1
Chest Key	Red Goldfish x2
Bait x3	Inaba Trout
August	
Cute Assassin	Red Goldfish x6
Red Battlesuit	Huge Fish x2
Chest Key	Genji Ayu x2
Bait x3	Inaba Trout
September	
Steel Slippers	Amber Seema x8
Haikara Shirt	Guardian x1
Chest Key	Red Goldfish x2
Bait x3	Genji Ayu x2
October	
Titanium Wrench	Huge Fish x4
Eagle Eye	Huge Fish x3
Chest Key*	Inaba Trout
Bait x3	Red Goldfish
November	
Red-Leaf Gusoku	Genji Ayu x10
Bead Chain	Red Goldfish x6
Chest Key	Inaba Trout x2
Bait x3	Amber Seema x2
December	
Musashi Shinai	Guardian x2
Uzume Robe	Huge Fish x3
Chest Key	Genji Ayu x2
Bait x3	Red Goldfish x2

THANK YOU FOR READING!

THANKS ALSO TO THE FOLLOWING:



SNG, IGN FAQs



EELCO, ChapterCheats



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